

Anvil of Dawn ♦ Advanced Civilization ♦ Capitalism

# COMPUTER GAMES STRATEGY PLUS™

Adventure ♦ Role Playing ♦ Simulation ♦ CD ROM ♦ IBM PC ♦ Mac

No.61 December 1995



**Command & Conquer**



**IndyCar Racing II**



**Star Control III**



**FIFA/NHL/PGA 96  
PLUS**

TFX:EF2000, Empire II, Fade to Black, Frankenstein, Apache  
Destiny, Gender Wars, Battleground: Gettysburg, Hexen, A-10 Attack!  
CyberMage, MechWarrior 2, Across the Rhine, Witchaven, Stonekeep  
Need for Speed, Phantasmagoria, Werewolf vs. Comanche, Fighter Duel  
D-Day: America Invades, Steel Panthers, Kingdom O' Magic, Marathon 2

**Wing Commander IV**  
The price of freedom is \$10 million

US \$4.95 CAN \$6.95 UK £2.95



12 >





# supreme weirdness

enter the Kingdom O' Magic  
and you'll never be the same again



ENTERTAINMENT IN ITS PUREST FORM  
For more information call: 1-800-292-3797





the real-time-lip-syncing-  
weird-making-hands-  
shaking-laugh-cracking-fun  
computer game from SCi...

90 characters,  
105 locations and...  
supreme weirdness.



# KINGDOM O' MAGIC

Available on PC CD-ROM from the strangest places in time for Christmas '95

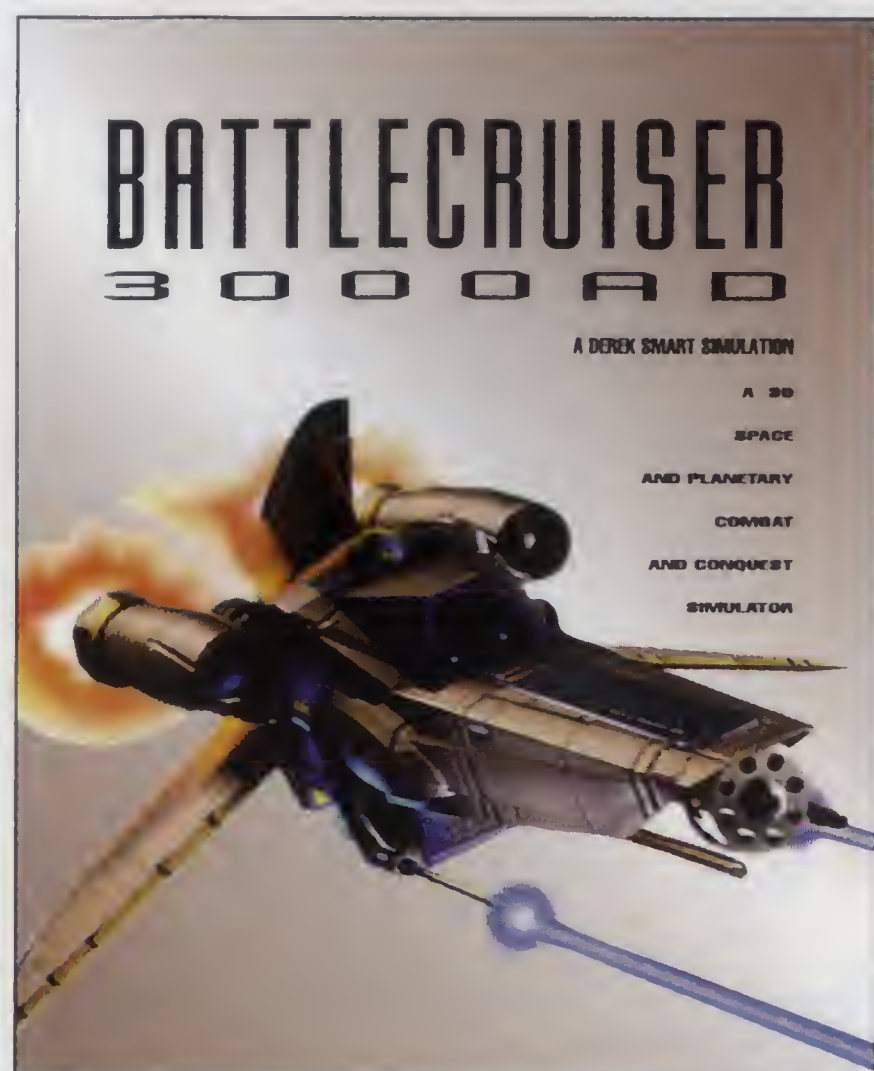


**JUST A MINUTE...I PROMISE!!!**

**...ENGAGE TRACTOR BEAM ON ROCKET LAUNCHERS...✓**

**...LAUNCH PROBE TO INVESTIGATE TERRAIN...✓**

**...PREPARE **BATTLECRUISER** FOR COMBAT...**



Revolutionary neural-net based AI system.

Stunning SVGA space and ground based combat.

Immense 3D galaxy with 12 AI-controlled alien species and 225 unique planets.

Strategically manage and control your Battlecruiser and its resources including interceptors, ATV's, and marines.

**Derek Smart's BATTLECRUISER 3000AD.  
THE LAST THING YOU'LL EVER DESIRE.**









Holiday buyers guide - page 16



Wing Commander IV - page 30



Anvil of Dawn - page 40



CyberMage - page 44



D-Day: America Invades - page 80



Steel Panthers - page 84

# COMPUTER GAMES STRATEGY PLUS

CONTENTS

ISSUE 61

DECEMBER 1995

## FIRST LOOKS/NEWS

Holiday buyers guide – Software	16
Holiday buyers guide – Hardware	26

## FEATURES

Wing Commander IV – Ben Chiu	30
Capitalism – Peter Smith	36
Kingdom O' Magic – Steve Bauman	38
Anvil of Dawn Design Notes – Chris Straka	40
CyberMage: Darklight Awakening – Steve Wartofsky	44
DW Bradley Interview – Andy Backer	45
The Art of Game Design	46
Cyberia 2 and the Paper Chase – Steve Bauman	
The Power of the Written Word - Terry Brooks Interview – Brenda Garno	
Actors - An Interview with Brent Spiner of Chronomaster – Steve Bauman	

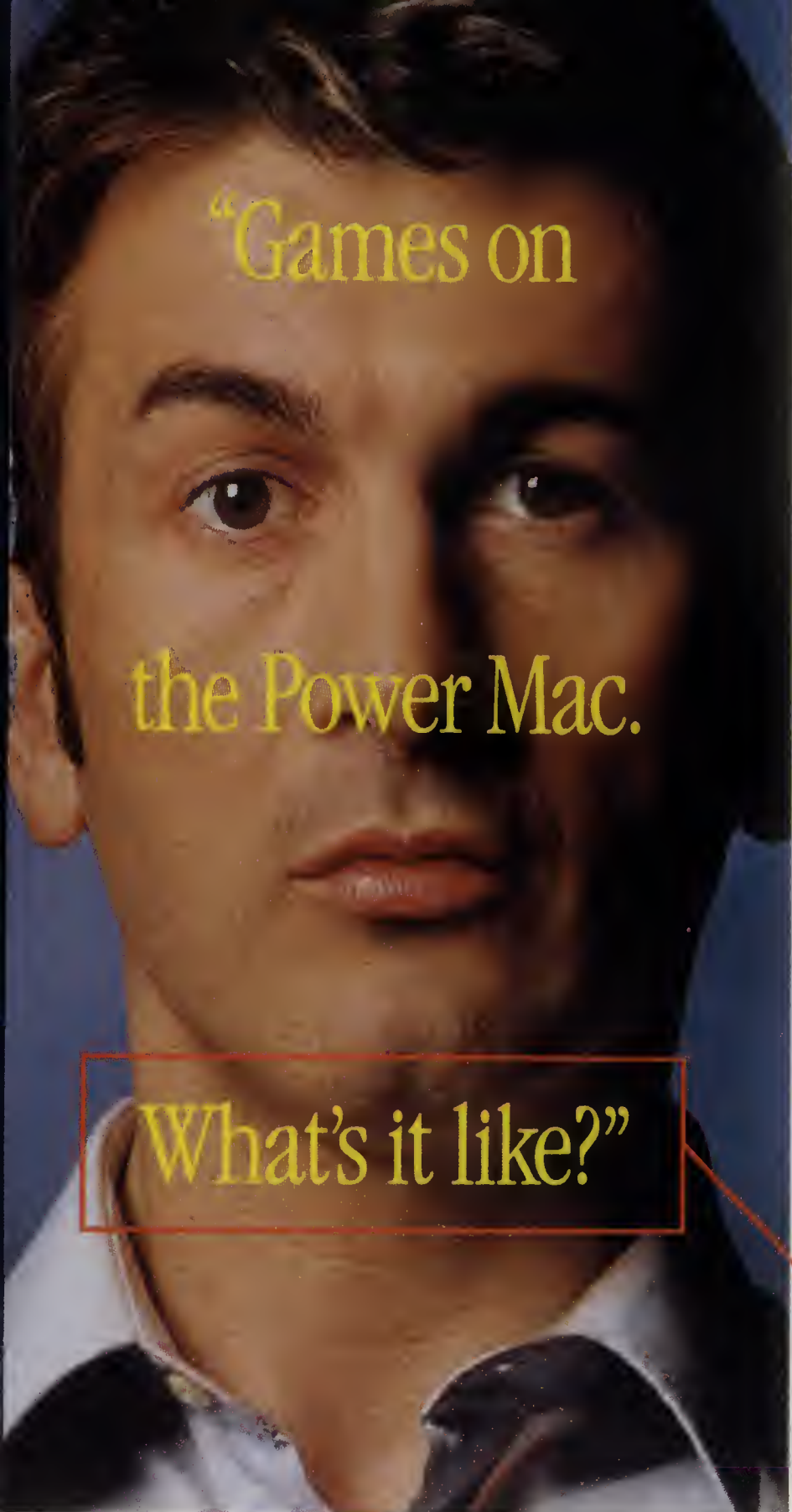
## PREVIEWS

Destiny Design Notes – Adrian Earle	48
Stonekeep – Andy Backer	52
Gender Wars – Steve Bauman	54
Battleground: Gettysburg Design Notes – Jim Rose	56
Hexen – Joe Grant Bell	58
IndyCar Racing II – Steve Bauman	60
Advanced Civilization – Peter Smith	62
Fighter Duel – Richard Ordway	64
Star Control III – Steve Bauman	67
Marathon 2 – Peter Smith	68
The Hive – Steve Wartofsky	68

## STRATEGY

Command Post – Peter Smith	72
On War – Mike Robel	76
D-Day: America Invades Review – Scott Udell	80
Battleground: Ardennes Review – Robert Riley Mayer	82
Steel Panthers Review – Peter Smith	84
Custers Last Command – M. Evan Brooks	86
Power Review – Peter Smith	88
Empire II: The Art of War Review – Joe Grant Bell	92
Warlords II Deluxe Review – Steve Wartofsky	94
Freshwater Fish Review – Steve Bauman	94
Word War 5/Diabolical Digits Review – Steve Bauman	94
Empire II: The Art of War Tips – Robert Riley Mayer	96
Command & Conquer Tips – Scott Udell	100
Celtic Tales Tips – Robert Riley Mayer	104






You're standing over a 20-foot putt, and as an expectant hush falls over the crowd this huge 8-foot-tall guy with bionic arms walks out onto the green and does this like, windmill kick that shatters your jaw in 3 or 7 places and you're running low on lives so you jump in your T-80 tank and do 65 mph heading for the trees (slowing to 55 for the sand traps) wasting spectators and oops your caddie along the way and you're racking up the points and feeling pretty good when all of a sudden you hear this beep-beep-beep alarm go off and you've got a bogey on your tail so you drop some chaff and try some evasive maneuvers but to no avail and this explosion rocks you hard and both engines are out so you hit the eject button and suddenly you're floating and down below you see these trees start to materialize and your caddie, somehow miraculously back alive, says "bogey" and you look up but he just means you missed the putt and you missed it bad.

It's sort of like that, but with more colors. And faster.



The RISC chip endows the Power Macintosh<sup>®</sup> with processing speeds up to four times faster than your average PC,\* resulting in unparalleled speed, smoother action, way-cool graphics — all without “dip” switches or goofy key commands. Myth-Exploder Statement #2: there are plenty o' killer games to choose from, and more coming every day. To find out what else you could do if this power were in your hands, check out our web site: [www.apple.com/games/](http://www.apple.com/games/). You, a Mac, the world. 

\*When comparing a Power Macintosh 9500/132 to a 66 MHz 486 PC, according to a study by Competitive Assessment Services, July 1995. ©1995 Apple Computer, Inc. All rights reserved. Apple, the Apple logo, Macintosh and Power Macintosh are registered trademarks of Apple Computer, Inc. Mac, Power Mac and “You, a Mac, the world” are trademarks of Apple Computer, Inc. All other product names are trademarks of their respective companies. All Macintosh computers are designed to be accessible to individuals with disability. To learn more (U.S. only), call 800-600-7808 or TTY 800-755-0601.

Reader Service No. 11







Fade to Black - page 118



Frankenstein - page 120



TFX:EF2000 - page 140



Magic Carpet 2 - page 144



Apache - page 160



The Need for Speed - 168

## CONTENTS

### OVER THE NET

Bethesda, Apogee, 3D Realms & Bullfrog – Joe Grant Bell	108
SSI Online – Steve Wartofsky	109
Real World vs Simulation: Barrel Rolls – Richard Ordway	112
Confirmed Kill – John Nolan	112

### ADVENTURE/ROLE PLAYING

Road to Nowhere – Steve Bauman	114
Boots of Re – Andy Backer	116
Fade to Black Review – Steve Bauman	118
Frankenstein – Charles Klimushyn	120
Lords of Midnight Review – Joe Grant Bell	122
Mirage Review – Steve Bauman	124
Mordor Review – Andy Backer	124
Bloodwings: Pumpinkhead's Revenge Review – Steve Bauman	124
Space Quest VI Tips Part Two – Geoff Keighley	126
Dungeon Master II Tips – Andy Backer	128
Phantasmagoria Tips – Cindy Yans	130
Buried in Time Tips Part Two – Andy Backer	134

### SIMULATIONS

The Hangar – Steve Wartofsky	136
Air Combat Advisor – Ben Chiu	138
TFX:EF2000 Review – Steve Wartofsky	140
Werewolf vs. Comanche Review – Steve Wartofsky	142
Magic Carpet 2: The Netherworlds Review – Steve Wartofsky	144
A-10 Attack! Review – Peter Smith	146
Aces of the Deep Command Tips – Richard Ordway	148
Flight Simulator 5.1 Tips – John Nolan	154
Across the Rhine Tips – Mike Robel	158
Apache Tips Part Two – Ben Chiu	160
MechWarrior 2 Tips Part Two – Nick Svolos	162

### ARCADE

The Need for Speed – Gordon Goble	168
Terminal Velocity Review – Geoff Keighley	170
Witchaven Review – Geoff Keighley	170
Power Pete Review – Peter Smith	170

### SPORTS

PGA Tour '96 Review – Gordon Goble	174
NHL Hockey 96 Review – Gordon Goble	174
FIFA Soccer 96 Review – Gordon Goble	178

### ETC...

CD Table of Contents	10
Upfront	12
Rebound	192





IN MEDIEVAL TIMES,  
MAN SURVIVED USING ONLY HIS WITS.  
OF COURSE, THOSE CLEVER ENOUGH TO MAKE  
ONE OF THESE SURVIVED  
A LITTLE LONGER.



FOR PC CD-ROM



© 1995 Mindscape, Inc. and Games Workshop Ltd. All rights reserved. Warhammer is a registered trademark and Shadow of the Horned Rat is a trademark of Games Workshop Ltd. Mindscape is a registered trademark, and its logo is a trademark of Mindscape, Inc.

Reader Service No. 91



# What's on that Demo CD-ROM?

I'm glad you asked! Our roving intergalactic reporters have unearthed even more of the latest star-studded demos this side of the Big Dipper. Yep, we've scoured the galaxy in search of the latest and greatest and we're proud to announce our results. Our tractor beam has towed back an enormous cargo of brand spanking new demos - everything from far-flung action/adventures to deep space strategy games. In fact, space really is the final frontier, judging by the sheer quantity and quality of demos this particular CD has wedged onto it.

So, forget about needlessly spending what's left of your paycheck downloading huge game demos. Oftentimes they're corrupted long before you ever get to see the credits roll! Instead, rely on the 'astronuts' at *Strategy Plus* to fill your gravity boots and hard drive alike with games galore.

Each and every month, you can expect to find the latest and greatest selection of fully tested game demos. In fact, many of the demos are interactive, allowing you to play the game over the course of several levels. If that weren't enough though, we regularly include the most up-to-the-minute game patches, save games and yes, even custom designed scenarios for many of today's most popular games.

To reserve your copy note the details below.



*Diablo*



*Ultra Pinball*



*Pax Imperia 2*

*Zone Raiders*

...reporting to PC  
...OM: Find the 2 co.  
...er Coupling (APC) .



*TekWar*

*Battleground: Ardennes*



## Extra added bonus!

Strip Poker  
from Artworx

The ImaginNation Network

Steel Panthers  
custom designed scenarios

Perfect General II  
from QQP

Riddle of Master Lu  
from Sanctuary Woods

Wetlands  
from New World Computing

In the First Degree  
from Broderbund

## COMPUTER GAMES STRATEGY PLUS

### CD-ROM 61

*Zone Raiders*  
*TriTryst*  
*Virgin*  
*TekWar*  
*Capstone*  
*Battleground: Ardennes*  
*Talonsoft*  
*MechWarrior 2*  
*Activision*  
*Apache*  
*Capitalism*  
*Interactive Magic*  
*Torin's Passage*  
*Caesar II*  
*Ultra Pinball*  
*Sierra*

*Ascendancy*  
*Broderbund*  
*Icebreaker*  
*Fox Interactive*  
*Warcraft II*  
*Pax Imperia 2*  
*Shattered Nations*  
*Diablo*  
*Blizzard Entertainment*  
*Mission Critical*  
*The Sword of Shannara*  
*Legend*  
*Unnecessary Roughness*  
*Accolade*  
And much more!

### DEMOS

To install:  
Place the CD demo disk  
in your CD-ROM drive,  
switch to that drive,  
then type "SPLUS".



*Shattered Nations*

We recommend that you first check the "read me" text files included within the subdirectory of each game. Each file contains the appropriate technical support hotline in case you do have a problem installing the game. We regret that *Strategy Plus* can not help you regarding any installation problems. Thanks and enjoy!

Disclaimer: Be it known that upon installation of this CD-ROM, the user waives any and all liabilities, whether expressed or implied, against *Strategy Plus Inc.* or any of its affiliate operations. For your computer's safety, we always recommend virus scanning any and all software before installation.

Interested parties can obtain this issue's CD-ROM disk by mailing a check or money order for \$3 to cover shipping and handling to: *Strategy Plus, Inc.* P.O. Box 21, Hancock, VT 05748. Please indicate which demo (indicate issue number) you are requesting. Sorry, no phone orders will be accepted. Defective CD's will be replaced free of charge by mailing only the CD-ROM disk to the address above. Replacements and/or new orders require four to six weeks for delivery.



with love from russia! with love from russia!

with love from russia! with love from russia! with love from russia! with love from russia!

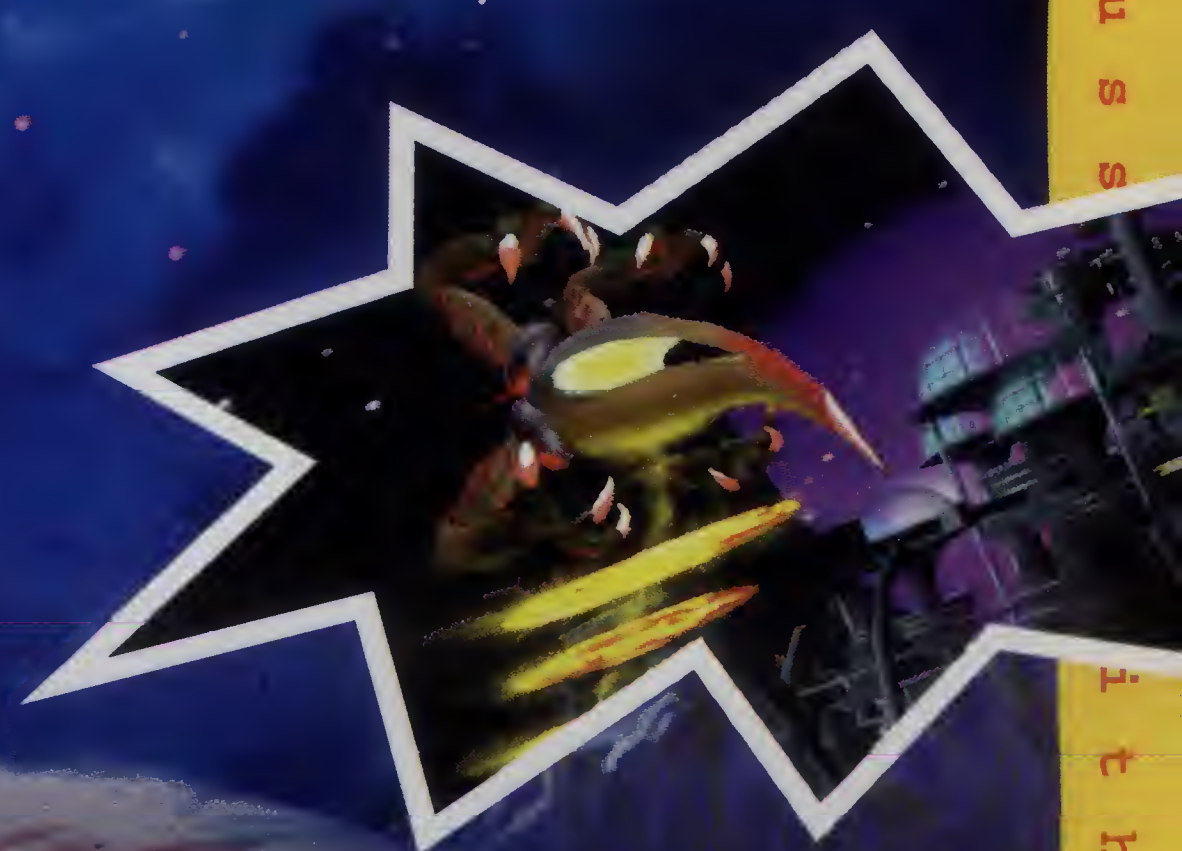
with love from russia! with love from russia! with love from russia! with love from russia!

Danger runs  
hot and cold!

# Ice & Fire™



AI driven enemies  
and friends



Real-time full  
motion graphics

On Asteroid IF-1, you are their final hope.  
Your only weapons: ICE & FIRE. Search the complex  
web of icy mazes for clues...unlock the mystery  
that lies within...and blast this planet back to life!

Developed in Moscow by the creators of "Tetris®,"  
ICE & FIRE is a real-time journey that's more than hot. More  
than cool. It's the next logical step in 3D action adventure!

<http://www.gtinteractive.com>

<http://www.zombie.com>



ZOMBIE™



©1995 Zombie, LLC. All rights reserved. Developed by AnimaTek® International, Inc. Produced by Zombie™, LLC. Distributed by GT™ Interactive Software Corp. Ice & Fire™ is a proprietary trademark of Zombie, LLC. AnimaTek® and the AnimaTek logo® are registered trademarks of AnimaTek International, Inc. Zombie™ and the Zombie logo™ are proprietary trademarks of Zombie, LLC. GT™ and the GT logo™ are trademarks of GT Interactive Software Corp. Tetris® is a registered trademark of Elorg. All other trademarks are the property of their respective companies.

## The next generation in 3D gaming!

Reader Service No. 59

with love from russia! with love from russia! with love from russia! with love from russia!



## Musings on where we are and where we'll go

16 bit. 32 bit. 64 bit. 300,000 polygons per second. 3D. Virtual reality. Immersive. These and other current buzzwords and statistics are utterly empty in and of themselves, but meant to convey the progress of new technology over old. Reality, as usual, lies elsewhere.

Sure, we're moving generally towards greater processing power, greater bandwidth, the ability to represent three-dimensional space in real-time on a two-dimensional plane (Picasso already did that quite well, without the real-time component, at least), new and more flexible input and output devices which take the player away from mere button-pushing as the primary form of "interaction" with computer games, operating systems which can take advantage of all of the above; but the hype is also currently outstripping the reality by a greater margin than it ever has before in the history of the computer industry (how's that for a little hyperbole?). The gap between promise and realization is widening by the week, almost.

Changes in technology do not guarantee progress, this is a difficult thought for most people at the end of the twentieth century (though it shouldn't be – look around you for five minutes). Changes in technology guarantee *change*, that's for sure, but there's also no Golden Rule suggesting that Change in itself is an inevitable good. If anything, the leap into so-called 3D (most of which is really manipulated 2D, but who cares... right?) has diminished the variety of interactive experience currently present on a computer, for instance. According to the vast majority of computer games out there right now, Life is defined almost completely by the action, "move forward and shoot." Hell, taking out the garbage is a richer experience than that! Everywhere I turn, querying people in the industry about why shooting things is the main focal point of interaction (except in adventure games), I get the same, tired old answer: it's easy to do, and people like it. By that logic, why not unleash the entire American arsenal into the hands of J.Q. Public with on-line CD-ROM manuals (and some secret moves, of course, not revealed in the manuals) and have done with it all right now?

There is hope – no, not in the sea of smut offering the other unimaginative alternative to real interaction available for PC CD-ROM drives – but in sports games, of all things. Here, the competition is intense and the play is substantially more sophisticated than it is in most other genres of computer gaming, and the pay-off goes beyond the simplicities of a high kill score or access to the next level. Many real-world sports have already been done quite well, and there's still plenty out there to model, too complex for even the best of current software and hardware design to handle. Room to grow. And there's an infinite set of possibilities in the kinds of fantasy sports players and designers could bring into existence, were they only to give themselves the chance to speculate wildly.

Meanwhile, adventure gaming has seemingly fallen into its own techno-trap, as deadly as 3D for other kinds of gaming: FMV (Full Motion Video). Despite proponents' continued sell on the technology, it (fortunately) looks like the vast majority of gamers out there are signaling a collective, "No, thanks" to the bad acting, amateur film-making, and incredibly rudimentary "interaction" offered by these products. With any luck, the short-lived age of FMV should soon be behind us, having proven yet again that trying to make a quick buck cheap (by sidestepping the expensive and time-consuming work that has to go into good computer artwork and animation) inevitably fails over the long term.

Said it before, will say it again: any single person who's spent a good part of their time saturating themselves in the best literature, art, music, theatre and dance the centuries and the globe has to offer will have a significantly greater immersive, interactive experience playing **Galaxians** on a *Game Boy* (or reading a sixty-cent classic novel, for that matter) than any single person who's grown up primarily on MTV playing the latest, 3D holographical super-techno salary-sucking marvel the computer industry's come up with. The greatest investment you could make in technology to improve your enjoyment of **Empire II**, for instance, would be to read Tolstoy's *War and Peace* or Clausewitz's treatises on war, or heck, even Ulysses S. Grant's autobiography (available in a wonderful Library of America edition, by the way). Figure it out for yourself; don't get passive and just wait for the technology to make it happen for you. It won't.

It's really kind of funny, actually – people in the hardware and software industry have hit a real brick wall of utility for the PC, both in business and at home; they've realized that you really don't need anything more than a 486/33 with VGA graphics to do most of what you'd need or want to do on a PC (Bill Gates, I hear, carries same around with him as his mainstay). The only thing driving the need for high-end Pentiums and 3D accelerators and the rest of it is games – and at least two (and maybe three) Japanese companies are right at the edge of pulling the rug out from under the PC on that score, as well.

And it's really kind of scary, when you consider the incredible amount of time and investment that's going into this technology, with no clear sense of the ultimate pay-off. Sure, a many-thousands-dollars PC still offers experiences you can't get anywhere else, and for some, spending a thousand bucks on a VR helmet seems perfectly reasonable as well. But along those lines, the hardware has gone light-years beyond software design in capability, and rather than stepping up to the plate and trying to ramp up software design to really take the PC into areas of experience everyone would love to enjoy (i.e. somewhere other than a shooting gallery), the software designers have been sitting pretty on decades-old game design ideas, with minor tweaks to graphics and sound to make it all look like something new.

We'll have to just keep hoping for something more. Meanwhile, the traditional Urge to Upgrade is quite likely to go into hibernation for awhile, at least until something profoundly new makes its way into the scene. I know I'd personally pay for something providing the depth of experience anywhere near the kind you can find for six bucks at your local bookstore. Maybe multi-player will be the solution.... we'll see. Meanwhile, a 486DX/100 is just fine for almost everything out there in computer gaming.

◆ Steve Wartofsky, Editor

## COMPUTER GAMES STRATEGY PLUS

BPA International membership applied for May 1995

Editorial Offices

PO Box 1008, Richmond, VT 05477

Editorial Offices Tel: 802-434-3060

FAX: 802-434-6493

CompuServe: 76711,347

GEnie: STRATEGYPLUS

America Online: StratPlus I

Internet: splus@together.net

**Publisher**

Yale Brozen

**Associate Publisher**

Marc Dultz

**Managing Editor**

Steve Bauman

**Editor**

Steve Wartofsky

**Associate Editor**

Peter Smith

**Art Director**

David Powell

**Associate Art Director**

Terri Davis

**CD Programmer**

David Conely

**Ad Director**

Russ Hoefler

Tel: 708-441-1843

Fax: 708-441-1846

**Advertising**

Jeff Mather

Eastern Regional Sales Manager

Tel: 802 767-3033

Fax: 802 767-3382

Jeff Lubetkin

Western Regional Sales Manager

Tel: 818 222-7516

Fax: 818 222-7518

**Reprints available**

Foreign reprint rights available

**US Subscriptions:**

Tel: 800 283-3542 or 802 767-4622

**P.O. Box 21**

**Hancock, VT 05748**

**UK Subscriptions:** 0800-96-1793

**Netherlands:** 06-022-2825

**Switzerland:** 155-6534

**Denmark:** 8001-7717

**Belgium:** 0800-1-8440

**France:** 05-90-7480

**Ireland:** 1-800-55-5669

**Basic subscription rates**

US: \$29.95 a year

Canada: \$39.95 a year

Foreign: \$49.95 (US) a year

**Distributors UK**

Comag: Tel: 0895-444055

**US**

Kable News: Tel: 212-768-1000

**IPD**

Tel: 800-999-1170

**Ingram**

Tel: 800-627-6247


Cover: Wing Commander IV from Origin

Back issues available from

Tel: 800-283-3542

STRATEGY PLUS is published by Strategy Plus Inc, Route 100, Rochester, VT 05767. Second class postage paid at Rochester VT and additional mailing offices. Postmaster: send address changes to Strategy Plus, Inc, PO Box 21, Hancock, VT 05748-9989





The **charge** is homicide.  
Proving it will be **murder.**

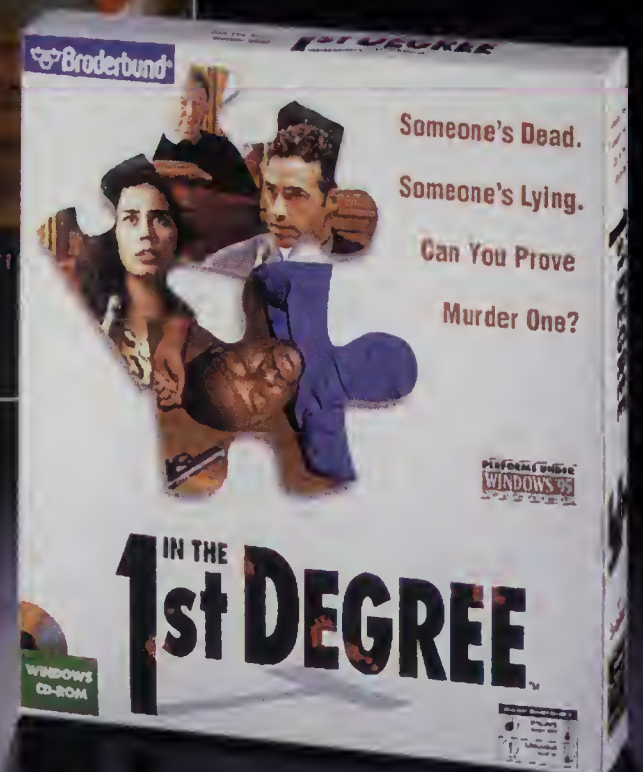
**You are the prosecutor on a shocking murder case.**



Some artists die for their art. James Tobin killed... or did he? As San Francisco's D.A., you must prove he did, in what has become the most sensational murder case to hit the Bay Area in years. Every reluctant witness and shred of evidence is required to paint a homicidal portrait as chilling and surreal as one of Tobin's own paintings. Call your first witness, Counselor. Can you prove murder... *In The 1st Degree?*<sup>™</sup>

Available for Windows® and Macintosh® on CD-ROM at your local retailer. Or call Brøderbund Software-Direct at 1-800-521-6263. Refer to code 713.

In The 1st Degree is a trademark of Brøderbund Software, Inc. ©Copyright 1995. All rights reserved. Brøderbund is a registered trademark of Brøderbund Software, Inc. All other company/product names are trademarks or registered trademarks of their respective holders.





IF you don't have a  
**BAD ATTITUDE ...**  
... you don't have a  
**CHANCE!**





Nonstop action from a  
different perspective!

When the World Economic Consortium made you a  
Silencer, you were supposed to be the ultimate killing  
machine and follow orders without question.

You had other ideas.

Now you fight for the Resistance against your  
former bosses. You're not trusted, but you're needed.

Elite shock troops, killer robots, booby-traps and  
mine fields ... they're all waiting to get you before you  
get them. But you've got the strength, you've got the  
attitude and most of all you've got the firepower to take  
on the challenge of **Crusader: No Remorse** —  
ORIGIN's most explosive game ever!

# CRUSADER

## NO REMORSE



<http://www.ea.com/origin.html>

Actual screens may vary. Made in U. S. A.

© 1995, ORIGIN Systems, Inc. Crusader: No Remorse is a trademark of ORIGIN Systems, Inc. Origin is a registered trademark of ORIGIN Systems, Inc.

Reader Service No. 105







# 'Tis the season

Our buyer's guide for the 1995 holiday season

The holiday season is upon us and you've decided to give the gift of gaming to a loved one (or yourself – admit it... you're worth it, and gosh darnit, people like you). A record number of titles are going to be vying for your attention (and your wallet) on your favorite retailers' shelves this year. With so much choice, it should be easy, right?

Maybe not. With the sheer number of titles out there it's going to be harder than ever to separate the dreck from those deserving better. There will be games for everyone: a couple of wargames, numerous strategy epics, some hardcore simulations, a bunch of adventures, a few CRPGs, a ridiculous number of action games, too many console conversions, a few superb games from companies you wouldn't expect anything from and a bunch of superb games from companies who you would expect nothing less from.

Which brings us to Autumn in London, or more accurately ECTS, the European Computer Trade Show. Perfectly timed for a holiday roundup, it's becoming more and more vital year in and year out as Europe becomes a bigger market for PC games. Many of the best games in the world are coming out of England and France (with Germany on the way) and this is their chance to show off for the home team. And show off they did. They seem to be the masters of the "cut scene that looks great on a promo video" and the "techno-soundtrack from hell that burrows into your skull after three days." But what the hell, you have to admire a show where the emphasis is just on gaming (none of that wimpy multimedia), beer can be bought on the show floor (or scored for free from some of the booths) and smoking is not only allowed but encouraged.

I started writing this report from a little pub in England called the *Rat and Parrot*, a charming place down the street from the *Zen Grocery and Meatmarket*. Over a warm pint and the strains of early 80's new wave I began to wonder how many good games will be buried by the handful of so-called "blockbusters?" How many companies will have spent too much money hiring "name" actors and shooting video when it's suddenly becoming passé (not to mention cliché)? How many wars will be fought? How many things can one simulate? How many countries can one conquer? How many mystical worlds can one find the key to open the door in? How many heads can one blow off while roaming a 3D world?

Mostly I wonder why someone would call a pub the *Rat and Parrot*. I mean, were all of the good animals taken? I would be inclined to think that there are certain animals one would avoid when naming a place where food is served. You'd never see the *Maggot and Leech*, would you?

Anyway, on with the show.

Steve Bauman

## Activision MechWarrior 2

What would a trade show wrap-up be without mentioning this? The first update for the game will be **NetMech** update, adding full network play. A mission disk will also be available with ten new Mechs, including some from the Inner Sphere, plus 10-20 new missions, terrain and weapons.

## Spycraft: The Great Game

Former CIA director William Colby teams with former KGB Major General Oleg Kalugin to bring you this suspense thriller. You're a rookie operative and will have to learn everything there is to know about manipulating satellite data, monitoring surveillance equipment, hostage negotiation, weapons and all sorts of other nasty things.

## Elk Moon Murder

The first of *Activision's Santa Fe Mysteries*, this game, set in Santa Fe, New Mexico, features a mystery plot fleshed out with humor. The game promises to require deductive reasoning to narrow down the suspect.

## Earthworm Jim

Slink your way through numerous levels as the coolest worm on the plane in this action game.

## C-64 15 Pack

With the *Atar Action Packs* playing on old-time gamers' nostalgia, *Activision* are also releasing a *Commodore* compilation. Games include **Hacker**, **Little Computer People**, **Decath-alon**, **Web Dimension** and **Beamrider**.

## HyperBlade

This 3D action game is the spiritual update to *LucasArts'* (then *LucasFilm*) classic **BallBlazer**. Network and modem play augment the basic game where you unleash players on a virtual arena as they try to score.

## Zork: Nemesis

Promising a return to the more gothic setting of the original games, the latest **Zork** promises a story of love and evil. The players enter a new realm of the **Zork** universe, the Forbidden Lands, and players are drawn into this doomed region to become the pawn of the Nemesis, a desperate and evil spirit who haunts the people of the world. To free yourself and escape, you must uncover the mystery of the Forbidden Land's curse and discover the act of betrayal that was the catalyst for its inception.

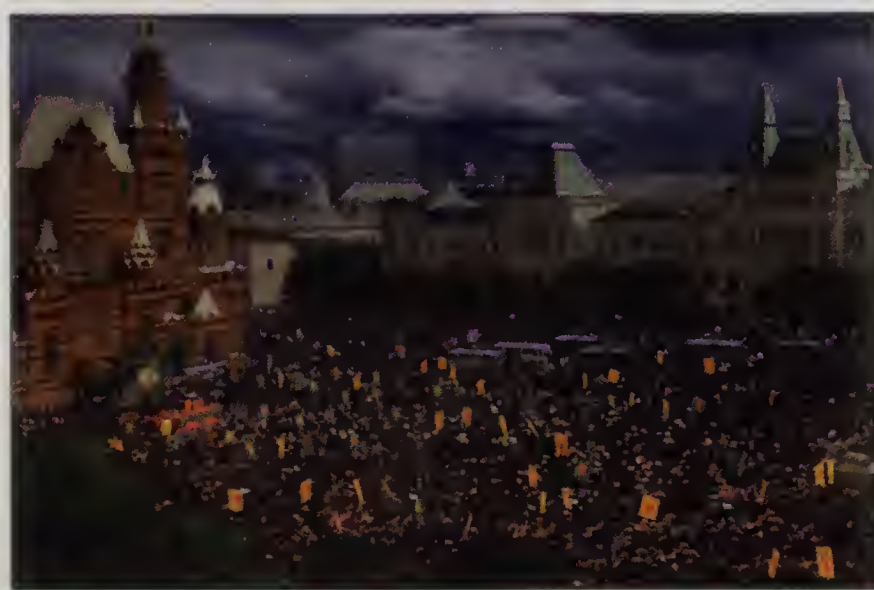
## Blue Byte

### Shadow of the Emperor

This is the third **Battle Isle** game, and in it you need to lead your troops through 20 maps in order to achieve victory. Video interludes set up the scenarios. A new interface and on-line help will make the game easier to play, texture mapped 3D battles will provide the eye-candy, and multi-player modes for up to six people mean that you can destroy your friends for fun.

## Albion

This game is something of a throwback – a large multi-character CRPG that uses multiple points of view much like early **Ultima** games. Traveling from town to town is done via a 2D scrolling map at one scale, while traveling from building to



Spycraft: The Great Game



Zork: Nemesis



Shadow of the Emperor



Albion



# to be shopping

will try to point your wallet in the right direction

building is also 2D at another scale. When you enter locations, the game shifts to 3D. The graphics are all hand-drawn and feature a distinctive look that is sorta funky, but in a good way. The plot puts the player in a futuristic world where you reach a distant planet looking for minerals and find more — a lot more. All in all, unique and well worth a look by role-playing fans.

## Chewy Esc from F5

Yeah, so the name's a bit on the odd side, but the look is *LucasArts* circa **Day of the Tentacle** (which is a good thing). You control Chewy as you try to escape from the Borks, who are keeping you on F5.

## The Settlers II

*Blue Byte* are unsure what to call this game in the states, since the original was called **The Settlers** in Europe and **Serf City** in the states. **Serf City** sold poorly despite the fact that it was *really* good and this sequel looks like an improvement in nearly every respect. You control a group of settlers who have been shipwrecked. It's up to you to establish your own empire. New to this game are oceans and ships, a more advanced economic model, and better graphics that go all of the way up to 1280x1024.

## Archimedean Dynasty

This game is an underwater simulation that seems to be a cross between **Privateer** and **Subwar 2050**. The 3D graphic engine is looking superb, and the scenes when you enter the various underwater cities look equally stunning. In the 21st century, nuclear war destroys the earth's surface. The ocean is the only place to go. You're a freelancer and can choose to side with whoever you want to. Equip your submarine with 30 different weapons and interact with over 100 characters.

## Bullfrog

### Dungeon Keeper



We heard Peter Molyneux talk about the design and it sounded spectacular. We saw early development that made it look like they were actually going to meet their goals. Now we've seen a nearly completed product and watched as 32 heroes started running around a dungeon of our design killing things, all the while we were trying to send our armies after them. This already looks like the best game of the year.

## Gene Wars

This strategy game looks a lot like a modern version of **Populous**. Mutate creatures in order to fight your battles, all the while making sure that your creations don't overbreed or eat all of your vegetation (or each other).

## Theme Hospital

Operate a hospital (no pun intended) for fun and profit in this follow-up to **Theme Park**. Control freaks should love this one, as almost every aspect of a hospital is covered. Put in vending machines in the waiting room but make sure they're stocked... that sort of thing.

## The Indestructibles

Molyneux said that they are planning some "special" technology the likes of which no one has seen for this superhero **Syndicate**. Scary words indeed, for the competition at least.

## Syndicate Wars

Nearing completion on the PC, though the PlayStation version will be out first, is this sequel to the classic **Syndicate**. Blow up entire buildings and dodge traffic as you try to kill off your friends and enemies.

## Domark

### Big Red Racing

It's rock 'n' roll racing, or at least that's what *they* call it (the rockin' music is supplied by a cheery band of Midlands misfits called, erm, Hangnail). You have at your disposal a number of funky crafts, including 4X4s, boats, the "Arachnmopod," ATVs and hovercrafts.

## Terracide

A self-replicating robot is powering through space, obliterating everything in its path. Earth is up next. Guess who's the last hope for survival? This 3D space combat game features Neural-Net AI for all enemy craft and will support 3D accelerators from *Yamaha*, *Creative Labs* and *NVidia*.

## Death Trap Dungeon

This game is based on the books by Ian Livingstone and Steve Jackson. Richard Halliwell, author of *Games Workshop's* **Warhammer** and **Space Hulk** board games to lead the team. While initially the game would appear to be a 3D **Ultima Underworld** sort of thing, the combat looks to incorporate elements of fighting games. This could be interesting...

## Flying Nightmares 2

The sequel to the well-received Mac flight simulator will support, on the PC at least, most 3D accelerators at 1024x768 resolution. Fly around in AV8B Harriers and blow things up.

## AH-64 Apache

So what do ex-Apache pilots do when they end their tour of duty? If you're *Domark's* Bryan Walker, you design a sim like this one.

## EA Sports

### Madden NFL '96



New virtual stadiums, real NFL players and teams, play-by-play by Madden and Summerall, stats from 94/95, 240 plays and amazing graphics make this the finest **Madden** title to date, and an early candidate for sports game of the year. It should be out around November.

## NBA Live '96

December should see the release of the latest *EA* basketball game, with the '95 version, released in March, already the best ever on the PC. The '96 version adds the new virtual stadium technology with bigger characters, all 29 teams, real NBA players and loads of stats.

## Electronic Arts

### Advanced Tactical Fighters



The follow-up to **US Navy Fighters** allows the player to pilot the F-117A, B-2, Dassault Rafale, FX-29, FX-31A, and the F-32 (among others).

## Time Commando

This is **Relentless** developer *Adeline's* latest game, a 3D platform-style action/adventure. You enter the future trying to find new microproces-



The Settlers II



Archimedean Dynasty



Gene Wars



Madden NFL '96

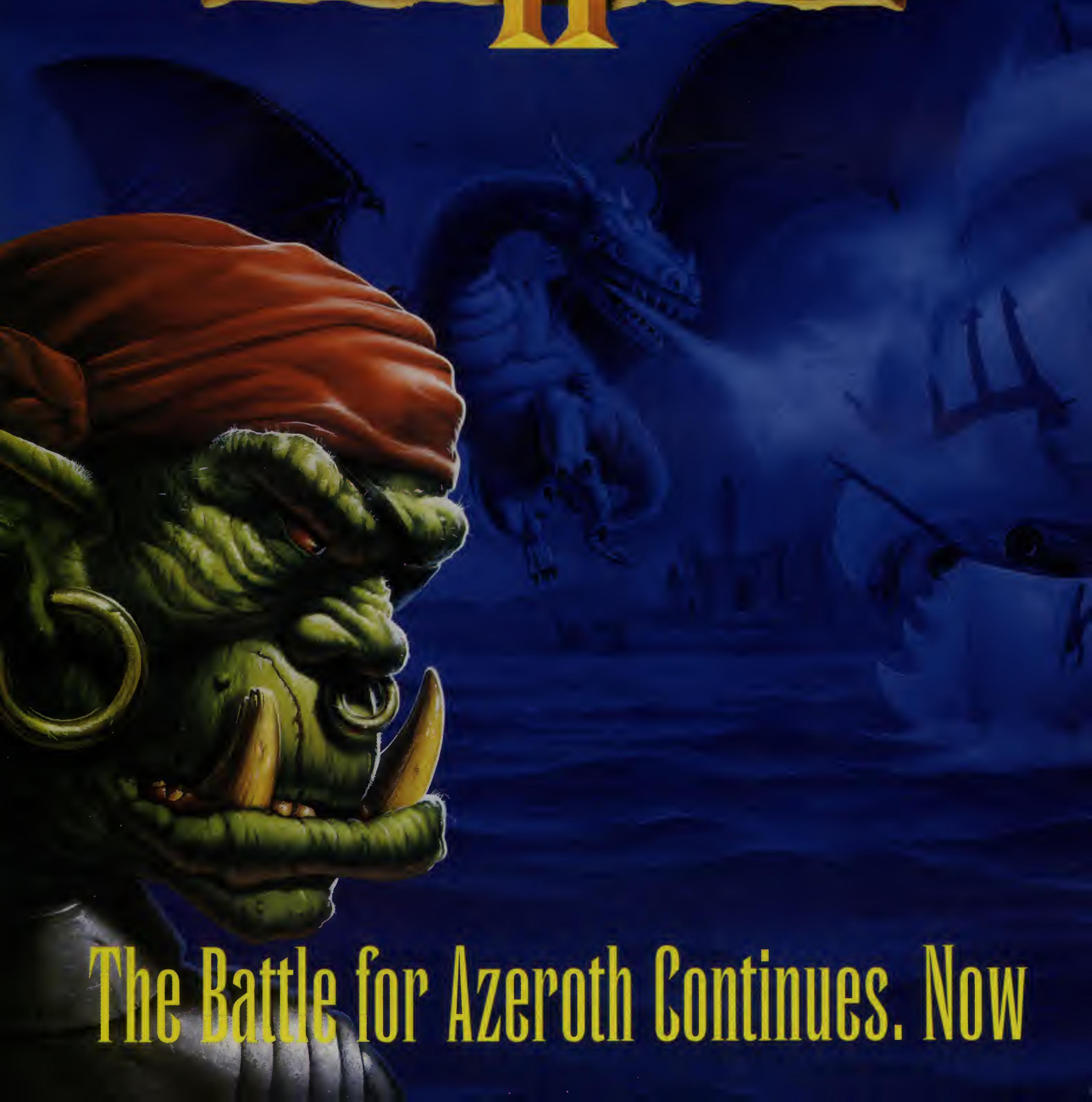


Advanced Tactical Fighters



# WARCRAFT<sup>TM</sup>

## TIDES OF II DARKNESS



The Battle for Azeroth Continues. Now



Coming November 1995

"...if the Tides of Darkness isn't one of the best games of the coming year, we'll eat an Orc."

—PC Gamer

PLAY

HEAD<sup>to</sup>  
HEAD



LEAD MIGHTY ARMIES OF FEARLESS  
WARRIORS TO ULTIMATE VICTORY  
OVER YOUR ENEMIES!



COMMAND TERRIFYING NEW  
CREATURES THAT CAN ATTACK YOUR  
ENEMIES FROM LAND, SEA, AND AIR!



ENGAGE IN BATTLE UPON ICY,  
DWARVEN WASTELANDS, OR THE DARK,  
MYSTERIOUS FOREST OF THE ELVES!

For an advance copy of  
WarCraft II Shareware  
Call (800) 953-SNOW

Order by credit card for just \$7.95  
Plus \$3.00 S & H

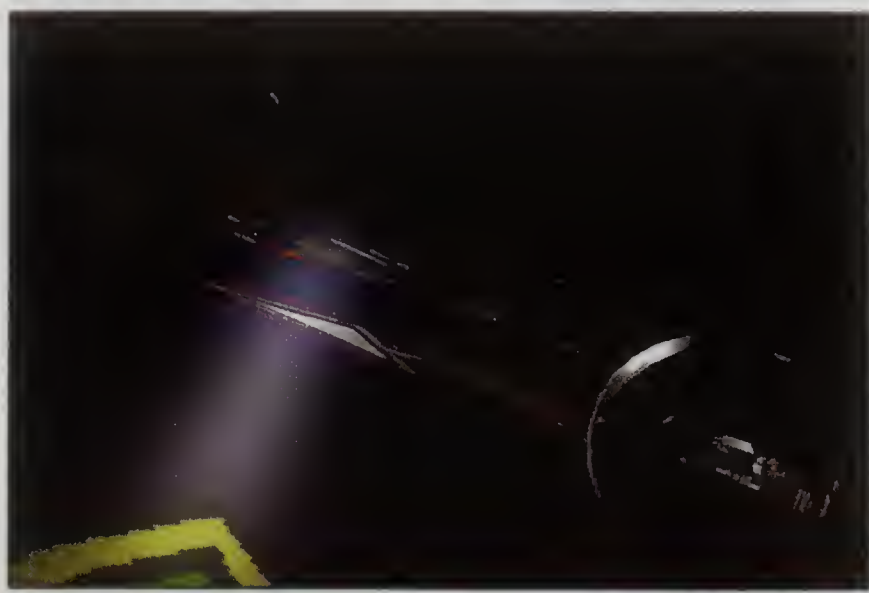
**BIZZARD**  
ENTERTAINMENT

E-mail: [blzzrdent@aol.com](mailto:blzzrdent@aol.com)  
[www.blizzard.com](http://www.blizzard.com)

Reader Service No. 39

Over Land, Sea and Air.





Pro Pinball - The Web



VR Sports Soccer



Whiplash



Normality



Time Gate

sor technology and get stuck, forcing you to fix things up or you'll perish. You'll need to journey between 10 different zones, from prehistoric world to the wild west. You can choose weapons from lasers to crossbows.

### Space Hulk II

This is a PC version of the critically-acclaimed 3DO version. Unlike the first title, you now have complete freedom of movement in the 3D environment. The genestealers are now raytraced, and look even nastier than in the first game. A full training mode is available for beginners.

## empire Interactive

### Pro Pinball - The Web

Graphically speaking, this is one stunning pinball game, with 1024x768x65,000 color graphics running at a rather blazing 60 frames per second. With multi-ball, three flippers, ramps, and all sorts of other fun stuff you may ignore the fact that there's only one table in the game (it will likely be fairly inexpensive to compensate).

### Navy Strike

This was supposed to be released by *MicroProse* about a year ago, but *empire* has picked up *Rowan's* game of strategy and simulation. The SVGA graphics are stunning, but we wonder if these genres are really a good match. In other *Rowan* news, *empire* announced that they have an exclusive five year deal with them that gives them exclusive rights to at least two titles per year.

### Red Ghost

This action game with strategy and simulation overtones puts the player in control of tanks and various flying machines in order to stop a secret military force. You'll need to choose your team carefully, as they all have certain skills that make them better at certain types of missions.

## Gremlin Interactive

### VR Sports Soccer

This, like all of *Gremlin's* titles, will be handled by *Interplay* in the states. This game features true 3D with motion capture on the texture-mapped polygonal players. The game comes with 44 teams, leagues and tournaments, and a 20 player network option! If you like soccer, look no further.

### VR Sports Golf

With two 3D modeled courses and motion capture, this one looks pretty good. You can view the game from any angle and there will also be multi-player options.

### Whiplash

Originally called *Fatal Racing*, this is a good one. Part *Ridge Racer* and part *Hard Drivin'* the graphics are fantastic, the feel dead-on and, best of all, the tracks feature jumps, loops and corkscrews. To top that off, there's a 16 player network feature. All in all, *very cool* indeed.

### Normality

Think of this game as *Under a Killing Moon* on acid, or something like that. This 3D adventure features superb cartoon graphics and true 3D rooms, with the ability to move *Doom* style in each location and look up and down. You're Kent, a typical unshaven slacker who's been imprisoned by the Norm Troopers and you've had it. You've got to find out just what's happened to the world to make it such a bummed out place, dude.

## GT Interactive

### Williams Arcade Classics

It's retro gaming again, but *Williams* were the best. In this collection you can play *Defender*, *Joust*, *Robotron*, *Sinistar*, *Bubbles* and *Defender II*.

### Defcon 5

In a typical "corporations controlling the world" vision of the future, you are a high-tech engineer who goes to install some software right as a company gets attacked by aliens. But wait, there's a conspiracy too. What's a geek to do? Play the game, damnit, and revel in the arcade segments and actual full-motion video. Yeehaw!

## I-Motion

### Time Gate

This is the latest version of the pioneering 3D system developed for the *Alone in the Dark* series. You receive a cry for help from the last of the Knights Templar in 1995 and must travel through a time gate in order to defeat the Black Knight.

## Interactive Magic

### Destiny

Read all about it on page 48...

### Air Warrior

In something of a surprise move, *I-Magic* will be releasing an updated stand alone version of the on-line flight sim that's been somewhat overshadowed by *Confirmed Kill*. There will be all new graphics, a new AI model and it will be a Windows product.

## Interplay

### Stonekeep

See the preview on page 52 of this perennial trade show favorite.

### Waterworld-The Quest for Dryland

Developed by *Intelligent Games* (*SimIsle*, *USS Ticonderoga*), this is an action/strategy game similar to *Warcraft*. The plot follows the movie, and the mission briefings are full-motion video sequences taken from the film. There will also be an action game.

### Conquest of the New World

The aspect of the design that should make this a true keeper is the ability for the player to set winning conditions. Enjoy combat? Set yourself to get victory points for battles. Prefer diplomacy? Discovery? City building? Just set it up the way you want to play.

### Descent 2: Counterstrike

The sequel to the hit will be quite similar to the path *id* took with *Doom II*. It's more of an evolution of the original, with better graphics, more bad guys, improved AI, better levels, more ships to control and all sorts of other goodies. But what they really need is a game like *Heretic*, a pseudo-CRPG based on this engine...

### Forgotten Realms: Descent to Undermountain

Lo and behold, here's the action/CRPG based on the *Descent* engine.

### Dragon Dice

This is the game based on *TSR's* dice game. Create armies of characters that exist as dice. Each die possesses strength and magic points, and luck plays a big role (no pun intended) as you roll your time away.



# FRIENDS DON'T LET FRIENDS FLY SOLO

And with Werewolf® vs. Comanche 2.0™ you don't have to. That's because with two killer CD games in one box and advanced multiplayer capabilities (via modem, network or direct connect), you can go head-to-head, team up for cooperative play or fly solo.



And whether you're at the controls of Russia's premier attack helicopter or its fearless American counterpart, the RAH-66 Comanche, you'll be flying over the crystal clear reality of Voxel Space™ terrains and experiencing over 100 hair-raising missions. Missions you have never seen before, even if you're a Comanche vet.

NOVA




LOGIC™

**Werewolf® vs. Comanche 2.0™**  
*Sometimes your best friends  
can be your worst enemies.*

Available on PC-CD-ROM

Werewolf vs. Comanche, Comanche, Comanche 2.0, Voxel Space, NovaLogic and the NovaLogic logo are trademarks of NovaLogic, Inc. Werewolf is a registered trademark of Data East USA, Inc. for video games. ©1995 by NovaLogic, Inc. All rights reserved.





LAST TIME THEY  
WENT FOR YOUR MIND.

THIS TIME THEY  
WANT YOUR SOUL.

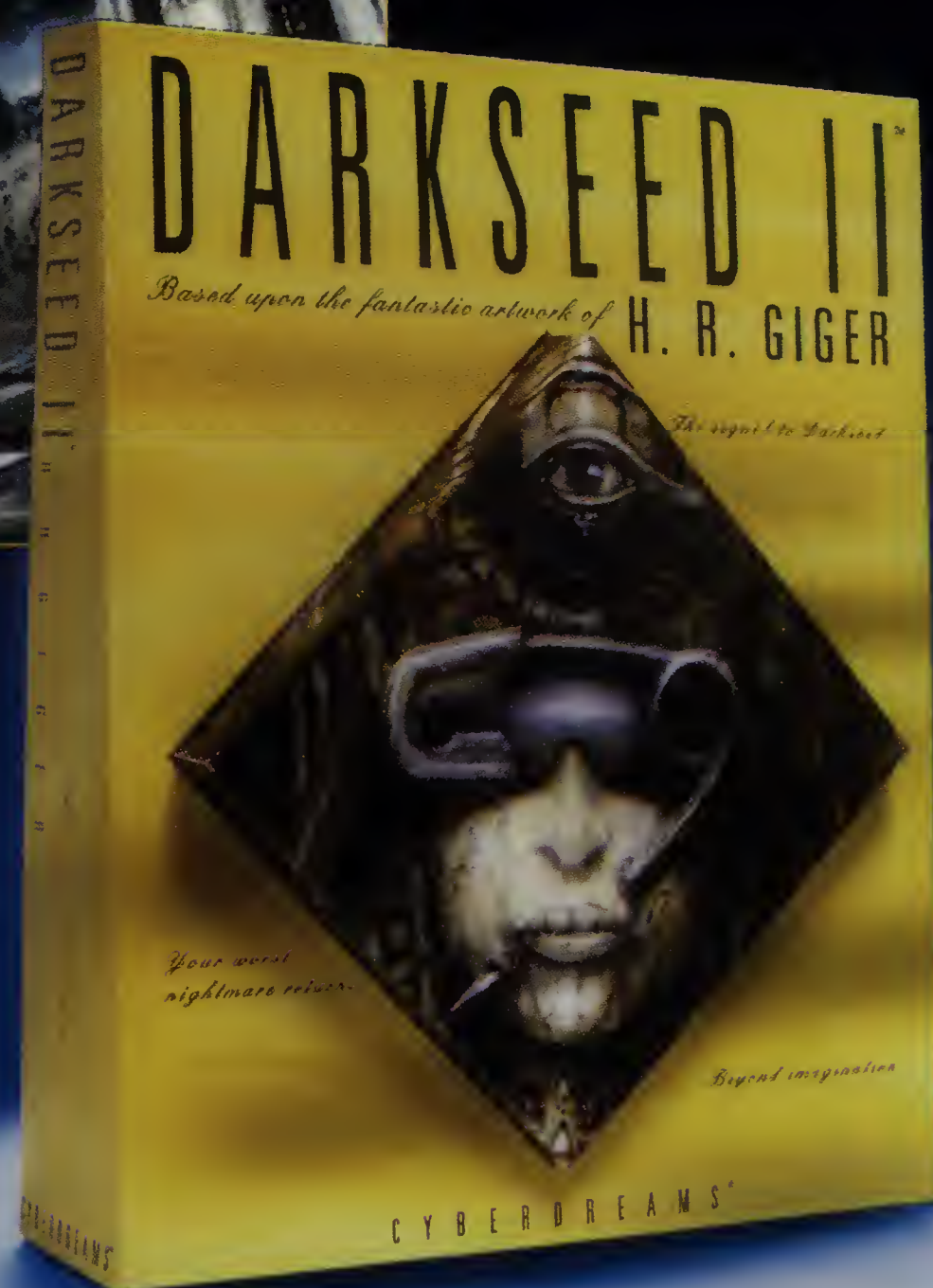


The horror of Dark Seed is back. Mike Dawson awakens from his nervous breakdown to find himself accused of murdering his high school sweetheart, Rita. Caught between the H.R. Giger inspired Dark World of the Ancients and the Normal World, he must find the real killer before the killer finds him.



*Chilling cinematic sequences, eerie alien conversations and 75 unique 3-D landscapes make this psycho thriller a real challenge.*

Rita's murder is part of the Ancients' fiendish plan to conquer the Earth, and Mike's soul is their key. Explore the hidden Dark World to try to foil the Ancients' new plot and, perhaps, earn Mike's sanity. Immerse yourself in worlds of textured 3-D graphics. Interact with over thirty characters. View haunting cinematic sequences. The path can take many turns and will be a persistent challenge to all who accept it. As for Mike, his fate is in your hands as is the ultimate fate of the world.



**T H E T E R R O R I S W I T H I N**

**CYBERDREAMS®**

Check out DARKSEED II at <http://www.mgmua.com> • 23586 Calabasas Road, Suite 102, Calabasas, California 91302 • Telephone (818) 223-9990 Dark Seed II and Cyberdreams are a registered trademark of Cyberdreams, Inc., • Illustration Illuminatus I ©1978 H.R. Giger All Rights Reserved. ©1995 Cyberdreams, Inc.







**Rebel Assault II**



**Double Trouble**

## Legend Entertainment Mission Critical

We updated you last month on the status of this adventure, and this science-fiction adventure is nearly complete. With Michael Dorn and Patricia Charbonneau starring, it's *Legend's* first foray into a more Hollywood look.

### Shannara

This is the game based on Terry Brooks' series of novels (see the interview with Brooks in this issue). With lovely fantasy art, a detailed world, and a design by Corey and Lori Cole of *Quest for Glory* fame, this should be at the top of your adventure shopping list.

## Looking Glass Technologies Terra Nova

It won't be out until the first quarter of 1996, but simulation fans looking for something different will want to start here.

### Star Trek: Voyager

If you've been waiting for that killer *Star Trek* game, Doug Church, who designed *Ultima Underworld* and *System Shock*, is probably your best bet to deliver it.

## LucasArts

### The Dig

Your holiday wouldn't be complete without some Spielberg, so here's *The Dig*, the game inspired by a story conceived for his TV series.

### Rebel Assault II

The sequel to the million seller features full-motion video and an improved game engine. You can even pilot the Millennium Falcon in this one.

## TIE Fighter CD-ROM

New missions, SVGA graphics, new cinematics and improved sound are the main reasons to repurchase *Strategy Plus'* 1994 Game of the Year.

## Merit Studios

### Double Trouble

This cartoon adventure game features a look not too far removed from *LucasArts'* *Day of the Tentacle*, which isn't a bad thing. Guide Bud Tucker, groovy teenager, through a number of locations as he tries to save the world and discover a cure for acne.

### Sato City

This adventure puts the players in the shoes of Skinner, an ex-cop who visits Sato City, the corporate town of Satocorp, to investigate the murder of his ex-lover. With SVGA graphics and that "Blade Runner" look, we can only surmise that this game will ooze "cyberpunk."

### The Machines

It's the future, and once again it ain't pretty. You can customize your droids in this blast-ola featuring 50 levels and fun fun fun for one or two players.

## MicroProse



### Sid Meier's CivNet

The multi-player Windows-based *Civilization* should be out for the holidays. Forge treaties, chat with opponents, view multiple maps at a time, and play against up to seven other humans. Aside from that it's *Civilization*, one of the best games ever created.

### This Means War!

A Windows-based strategy game, *This Means*

Adrenalin



Interactive Entertainment, Inc.

16200 Loma Way  
La Mesa, CA 90638  
(714) 562-1713

*Into the Void* is a trademark of Smith Engineering and Rogue Software, Inc. All rights reserved.  
Rogue Software and the Rogue Software logo are trademarks of Rogue Software, Inc. All rights reserved.  
Adrenalin, Adrenalin Entertainment, and the Adrenalin Entertainment logo are trademarks of Adrenalin Entertainment, Inc. All rights reserved.  
Graphic images from *Into the Void* ©1995 Smith Engineering and Rogue Software, Inc. All rights reserved.



**War!** is part **SimCity** and part wargame. We previewed it last month, but if you missed that, it looks great, with sharp SVGA isometric graphics, and seems to play equally great. It's real-time, so the action gets quite hectic as you try and control your units over the 41 scenarios.

### **Virtual Karts**

It's go-karts in 3D. This frankly looks like an amazingly entertaining simulation, with the emphasis on entertainment. The 3D graphics are quite sharp (in VGA or SVGA), and you can modify your karts and/or play against friends over a network.

### **Master of Antares**

This sequel to **Master of Orion** is something of a mystery, but we should have it solved by the time the game ships in December.

### **Magic: The Gathering**

This title has been delayed until mid-1996 because they have chosen to take advantage of "new technologies," which includes converting the game from DOS to Windows 95.

### **1943: European Air War**

Slotted nicely between **1942: Pacific Air War** and **1944: Across the Rhine**, the latest *MicroProse* simulation will feature improved graphics and various other improvements.

### **Civilization 2000**

*MicroProse* have finally confirmed that Sid Meier is indeed working on this sequel to **Civilization**.

### **X-COM: The Apocalypse**

This one won't be out until mid-1996, but there are some major changes in the works. First off, the action will be zoomed in quite a bit closer than in

the first two games, with larger characters and such. Second, the missions will be more varied (rescues, recon, etc.) as the game will be on a slightly smaller scale. Finally, the game will be real-time (with an option for turn-based play).

## **Mindscape**

### **Warhammer – Shadow of the Horned Rat**

Previewed back in the July issue, this game is looking quite a bit different from your average real-time strategy game. For one thing, rather than deal with individual units you are commanding entire troops of units, who move in formation until they reach battle.

### **Warhammer 40000 – Dark Crusaders**

You are a commander of the Dark Angel Chapter of the Space Marines and you must deliver justice as you try to find out why the Imperial Base has disappeared.

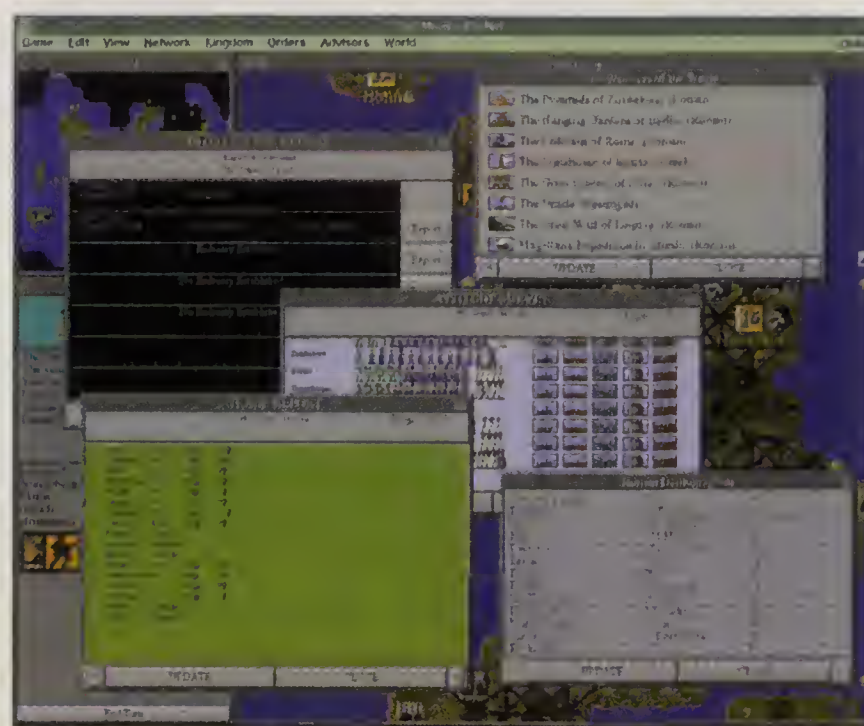
### **Angel Devoid – Face of the Enemy**

In an interesting twist, you are pursuing master criminal Angel Devoid when, after a bizarre accident, you awaken with the criminal's face. No longer the hunter, you are the hunted. You have to infiltrate the NeoCity in order to find the real Angel and try and solve the mystery of your own true identity.

### **Azrael's Tear**

This stunning looking 3D adventure places the player in the shoes of an explorer looking for the Holy Grail. Featuring a number of nasty puzzles, the player must steal their way through a large

continued on page 180



**CivNet**



**Warhammer - Shadow of the Horned Rat**

What you fear, you will covet.  
What you loathe, you will worship.  
What you ravage, you will rule.  
What you are, you will abandon.

# HIT THE VOID

The first net-capable, intergalactic, PC CD-ROM game of ultimate strategy.

## You've been warned.

Reader Service No. 111



# Cyber toys for

Money to burn this holiday? Upgrade with one of these



Forte VFX1

## Falcon Mach V Gaming PC

Yeah, we've seen the ads too, and we've wondered what exactly a "game" PC might be. So we ordered what we considered today's ultimate PC (note that tomorrow the specs may be slightly different).

First off, when we were asked what was the minimum system we'd be interested, we asked for and received:

- 133 MHz Pentium
- 16 megabytes of RAM
- 1.68 gigabyte EIDE Western Digital hard drive
- NEC 6X Six-speed SCSI CD-ROM
- Diamond Stealth 64 VRAM
- 17" CTX Monitor
- Creative Labs SoundBlaster 16 ASP
- Roland SCD-10
- Sony D2K Speakers
- CH Gamecard
- CH Flightstick Pro

What exactly makes this different from any run-of-the-mill 133 MHz screamer that you can buy from Dell and Gateway? First off, the system comes with hardware that is optimized for DOS, rather than Windows, performance. The Diamond has consistently performed better than any other Windows accelerator in DOS (as do other cards based on its S3 968 chipset), the Sound Blaster and Roland combo assures compatibility with every game on the planet, and the CD-ROM is just blazingly fast. The Sony speakers must be the best bang-for-the-buck bargain around, and CH just makes flat out great controllers.

Benchmarks bore this out. We all know that the processor is fast, but disk tests gave outrageous numbers, such as 13 MB/sec transfer rates (the same test was used on another machine, a Pentium 60 with a fast SCSI-2 drive, and it turned in around 5 MB/sec. A popular flight-sim fan test, 3D Bench rolls over on this machine at over 100fps (it rolls over to 25, which we can take to mean 125 fps).



Falcon Mach V Gaming PC

What's even better than the outright speed is the thoughtfulness of the design. Aside from every system being custom built for the user, they usually build the things with CH Gamecards for accurate joystick response, 16550 high-speed UARTs for modems, a custom motherboard (using the Intel Triton chipset) that allows CPUs from 75 MHz all the way to the proposed 200 MHz Pentium limit. The hard drive is a new Mode 4 DMA Level 2 design from Western Digital that is blazingly fast. Finally, the secondary 256K memory cache features 8ns RAM, which means that the external cache operates at the same speed as the Pentium's internal cache (only real propeller heads like Steve Wartofsky actually know what all of this means).

We're not PC Magazine (or even Computer Gaming World) when it comes to posting a bunch of "100% accurate" benchmarks, but this thing is seriously fast. It passed the "can it run Flight Unlimited at 640x480 without dropping frames" test. NASCAR Racing and IndyCar Racing II ran at 20fps in SVGA with all detail turned on (and with auto detail set, only once in a great while would a texture turn off). Windows performance is equally stunning, and the machine is currently shipping with both Windows 95 and the Win95 games SDK pre-installed (meaning it already has drivers for DirectPlay, DirectDraw, DirectInput and DirectSound – more on what the hell all this stuff is later). Compatibility testing proved that this is indeed a PC, meaning that most games require tinkering in order to get them working.

So there you have it. This is probably the perfect PC for games. We had two problems with our machine. One, the keyboard is pretty cheap (of course you can substitute any keyboard you want in place of this one, including the Microsoft Natural Keyboard). The second problem, and this is a big one, is that we have to send the damn thing back to them. I have a Pentium 60 at home that I was perfectly content with. Now I'm not. But then again, I don't have the \$4,000 (at press time – it'll probably be cheaper by the time you read this... call for current pricing) to plunk down on one of these. But if I did, I know their number now.

Falcon Northwest Computer Systems, Inc.  
800.258.6778

## Forte VFX1

While everyone's spouting "virtual reality" these days, few are actually doing it. Forte probably comes closest with its VFX1 Headgear. With a combined headset unit, cyberpuck, VIP VESA Feature Connector interface card, and built-in microphone, the VFX1 provides the combined technology necessary to give the player a truly immersive experience.

The combination of the cyberpuck – a handheld unit which moves in four axes (forward and back, roll right and roll left) – with the headgear's own tracking of head movement makes for a very flexible VR environment; after initial adjustment (taking into account variables such as player orientation to the earth's magnetic field, location of the system therein, etc.), the VFX1

proves very sensitive to player input. 360 degrees of yaw and +/- 70 degrees of pitch and roll add up to a full three degrees of freedom in essential movement. Separate control via the cyberpuck adds further to the variety of control possible, depending on the kind of software support present in the program running.

The VFX1's direct RGB-RGB connection assures that its maximum 789x230 pixel resolution (using dual .7" active matrix LCD binocular-style eyepieces) will provide a crisp, clean picture (other units on the market use some sort of NTSC conversion, which introduces more noise into the signal path). The built-in headphones (designed by AKG, a top-of-the-line headphone manufacturer well known in the audiophile music world) maximize fidelity in sound reproduction, probably far beyond what most current add-on speaker systems can provide. The unit's flip-up visor, combined with its truly rugged overall construction and careful balancing, means it's a very comfortable and convenient unit to wear and handle. Finally, the built-in electret condenser microphone means that future multi-player gaming communication can take place hands-free, again with proper software support. The VFX1's hook-up to the VESA Feature connector using Access.bus™ technology means both standardization (with those video cards currently on the market implementing the full VESA Feature connector spec – surprisingly few have done so as of this writing; anticipate better support of same in the next generation of 3D accelerating video card designs) and flexibility. Both the headset and cyberpuck connect up easily to the back of the VIP card, and the interface provides for the possibility of up to 125 devices connected to the bus at the same time, meaning that wide-ranging peripheral support down the road will be possible.

The negatives? Full immersion is both a psychologically and physiologically intense experience (particularly since the virtual/apparent viewing size is of a 120" screen at 11 feet!); players used to spending hours at a time with a game without a break or intrusion may balk at the thought of having to interrupt play more frequently, to reduce eyestrain and regain real-world perspective. It's recommended that such breaks occur frequently during play, though, and our experience with the unit confirms that need. No real permanent harm is done from sustained use, but there is a mild risk of eyestrain and loss of perspective, the latter induced temporarily by the completeness of the immersive view.

The VFX1 is certainly not cheap at the listed \$995 MSRP (approx. \$200 more than competitive units), but on the other hand it shouts quality in both its overall design and in its details. Everything from box to cables to connectors to eyepiece adjustments are luxurious in feel; it's like enjoying high-end audio or home theatre equipment, the beauty is in the details.

While many current video cards have VESA feature connectors, only a few are completely enabled. Your best bet here is either to pick up



# propeller-heads

products and you'll be the envy of your neighborhood

one of the video cards listed in the compatibility chart accompanying the unit, or to call *Forté* for details prior to committing to the headset.

If you're interested in doing VR, though, this is really the best way to go. It's a big investment, and in these days of rapid technology change a potentially risky one, so we'd recommend this kind of thing only for the well-to-do and for "early adopters." The **VFX1** is designed for the long haul, however, and its bus and interface technology (and *Forté's* own close involvement with those establishing both the VESA specs and Access.bus) seem unusually well-defined for a product this early in the cycle; our guess is that this approach to VR and to the expansion of the serial/peripheral interface will set the standards for the future in this area.

*Forté Technologies, Inc.*  
716.427.8595

## GrIP – Gravis Interface Protocol

What's a **GrIP**? *Advanced Gravis's* solution to the limitations of the current joystick port interface on the IBM PC. What *are* those limitations, you might ask? Ever wondered why most console video units seem to provide better control than almost everything except mouse and keyboard on your PC? It's the interface. It's old enough and slow enough technology to take a 12-15% hit on the overall performance of a typical PC game. It's limited enough that, even with combined serial and keyboard interface connection, the number of devices supported simultaneously is usually no more than four. It's analog enough that joystick calibration remains a persistent annoyance. Solution? Get a **GrIP**.

The **GrIP** is a simple device which connects to any joystick port and provides two modes. One, Emulation Mode, allows players to connect the typical two joysticks (or joystick and pedals unit) in a traditional way to the game port – a kind of pass-through mode. Switch the **GrIP** to **GrIP** mode, however, and you can connect up to four separate **GrIP**-style controllers to the unit (on separate D-9 connectors – the two traditional joysticks can be connected to the D-15 connectors supplied on the unit). You can use them *simultaneously* without the kinds of glitches and slowdowns associated with interrupt-based polling of the joystick ports. The **GrIP** mode increases throughput typically ten times more than that possible with traditional polling techniques; it does this via the software-based driver installed with the unit (both DOS and Windows95 drivers are presently available; OS/2 drivers are planned soon, and NT drivers are likely in the near future). It also recalibrates the joysticks dynamically, thus ending any calibration issues.

**GrIP** technology is backwards-compatible to some extent with present game design, but will gain its greatest strength from future software designed more specifically to support it. Imagine your favorite sports or simulation game with full four-player control at one PC, and you've got one of the most cost-effective multi-player

options you could imagine. *Advanced Gravis* will have their own initial offerings for **GrIP** controllers; expect other companies to make use of the interface for future peripheral options as well. The **GrIP** unit itself will be very competitively priced, so don't expect to pay an arm and a leg to make this upgrade to your system.

*Advanced Gravis Computer Technology, Ltd.*  
604.431.5020

## d-Time 95

The CD-ROM is the most unfortunate improvement in storage that we've seen in the past few years. Sure, they store a ton of info, but they're bog slow, usually over ten times slower than a hard drive. *Ballard Synergy* have designed a speed-up utility that works in both Windows 95 and in DOS called **d-time 95**, which claims to make your CD-ROM nearly as fast as your hard drive.

How does it do it? It keeps a file on your hard drive which stores commonly accessed files, and causes the computer to read them from the hard drive instead of the CD-ROM. Since the hard drive is so much faster, boom, your load and access times are drastically reduced. The program "learns" your CD-ROMs by tracking which files are accessed most, which means that you don't notice an immediate improvement on most CDs unless they are one of the many it has built-in profiles of.

Frankly, the program does work as advertised, though you will lose a ton of disk space to make it really effective (a minimum swap file of 30 megabytes is recommended). The installation is simple, and it has an uninstall as well. The only thing that the product can't do (nor does it claim to do) is help video playback, which is the main cause of CD-ROM annoyance.

If you play a lot of CD-ROM games which access a lot of small files off the CD-ROM, then this program should prove invaluable. If all you do is watch those multimedia "movie" games, it may not help you much. *Phantasmagoria* is literally a different game once used with **dtime**, though – it makes a huge difference in the way the animation in the game runs.

*Ballard Synergy*  
206.656.8071

## Microsoft SideWinder 3D Pro

If you're a novice computer user who wants to buy a joystick, the sheer number you are faced with when entering a store must be bewildering. Most people probably buy the cheapest one, but look, if some big company with a highly visible name decided to release a cheap joystick, it'd be a no-brainer, right?

Enter *Microsoft*. Not content with merely selling you every piece of software you use, they now want you to buy their hardware. Their first joystick is the **SideWinder 3D Pro**, and it's not just a repackaged version of someone else's. It's incredibly stylish, well-built, has good feel, and a few innovations that set it apart from the pack.

The **SideWinder** is internally quite a bit dif-



Gravis GrIP

ferent from your average joystick. It uses digital optics to register movement on the joystick, rather than the usual potentiometers which, according to *Microsoft*, provides more precise and reliable control with less drift. It also offers the usual high-end extra buttons, multiway hat switch, and a throttle control.

Perhaps its most interesting feature is built-in 3D rotation. What does that mean? The actual handle rotates slightly, which, when supported, can be used as rudder control, rotation control and whatever else anyone wants it to be used for. *Activision's MechWarrior 2* supports the joystick, allowing you to rotate your Mech's torso by twisting the stick, for example.

The software drivers that take advantage of the advanced features, including the four extra programmable buttons at the base, are for Windows 95. The only Windows 95 game that supports it (so far) is the beta of *Microsoft's Fury3*, which works well enough. For DOS-based games the joystick reverts to "compatible mode," where it emulates a *CH Flightstick Pro* and the *Thrustmaster*. All of the DOS games I tried it with worked fine.

There are a few things about the joystick that could use some work. While the actual feel of the stick is excellent, the thumb and additional buttons are too small. The base is shaped awkwardly, which makes it nearly impossible to hold in your hand (it doesn't quite fit in your lap, either).

Overall the **SideWinder** is a high-quality joystick which proves a worthy competitor to the units made by *CH*, *Advanced Gravis*, *Thrustmaster* and *Logitech*. My personal preference is still the *Flightstick Pro*, but if more games start supporting the 3D rotation technique, the **SideWinder** might well end up being the next hot ticket for 3D games and flight simulators.

*Microsoft*  
800.426.9400

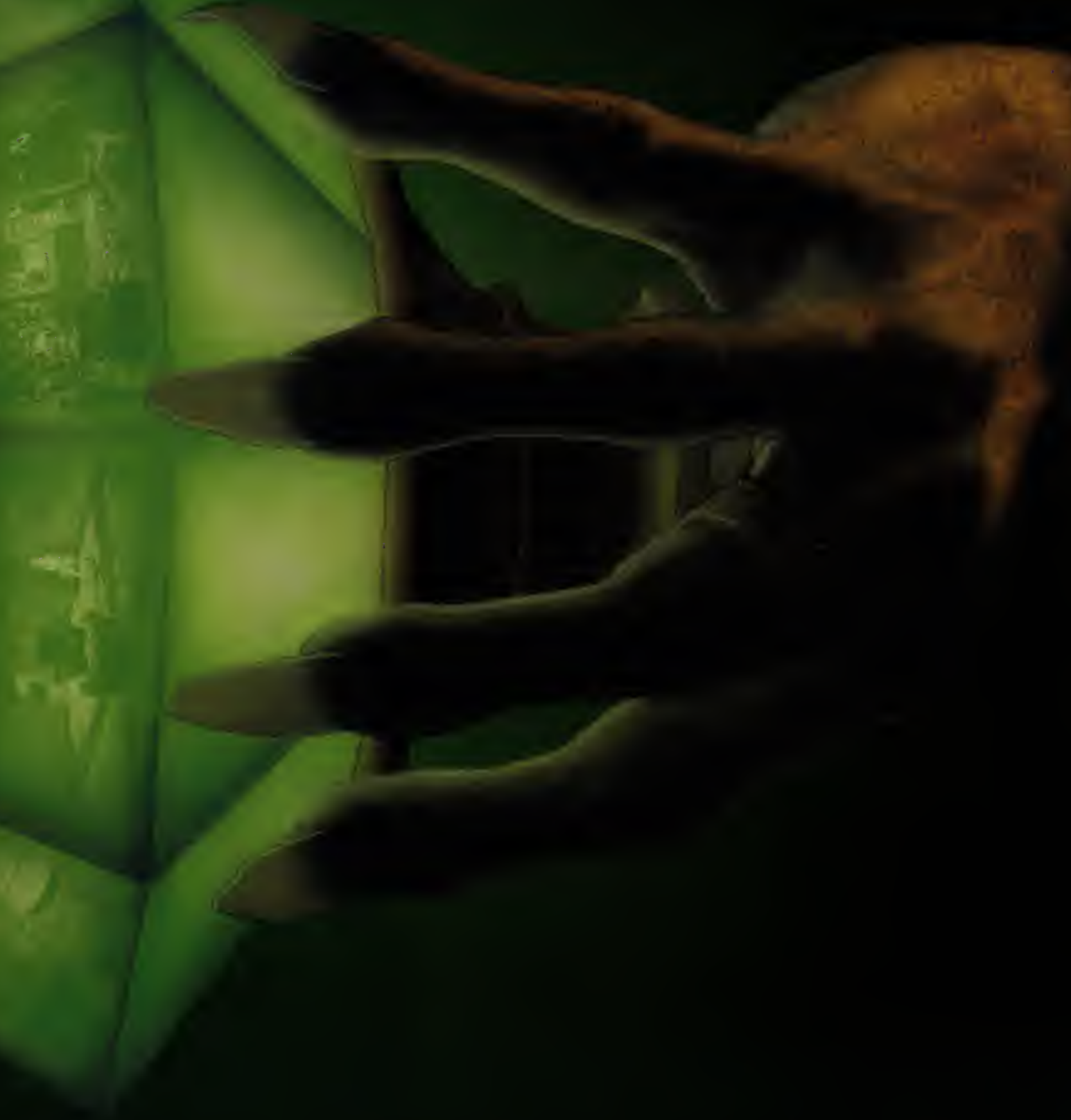


Microsoft SideWinder 3D Pro



Ripley's Believe It or Not!

# A two thousand year old mystery riddled with danger.



Do you share your father's interest in the Orient?  
In tackling this fast quest of your father's on my own  
that do you know of the current political situation in the far east?  
Should you be willing to part with that unusual zebra skin?





# THE RIDDLE OF MASTER LU™

Can you unravel it... or will it unravel you?

Are you part detective, part thrill-seeking adventurer? You'd better be! Join Robert Ripley, famed explorer and collector of the bizarre, and solve one of the most intriguing true-life mysteries of the ancient world.

Thrust into the year 1936, you uncover a secret plot to rule the world using an age-old talisman of mystic power. Now, it's up to you to stop the sinister plan of an evil nemesis. But time is running out! Race to exotic

locations, gathering clues to unlock a 2,000 year old riddle. Defy diabolical death traps and solve mystifying puzzles! Can you survive up to 60 hours of incredible globe hopping adventure packed with intrigue and danger?

Explore more than 200 breathtaking and historically detailed environments. Interact with over 40 live video characters. Super VGA graphics, a richly textured soundtrack, and breakthrough technology deliver captivating realism like never before... *Believe It or Not!* Don't miss out on the adventure of a lifetime! Take the challenge of this revolutionary gaming experience home!

*"...one of those seemingly rare adventure games that manages to merge both graphics and story..."* — Strategy Plus

*"Exotic locales, cliff-hanging situations, fast-paced storytelling, fascinating characters, diabolical puzzles. The Riddle of Master Lu seems to have it all."* — PC Gamer



Available for PC CD-ROM.  
Coming soon for Macintosh.

Visit us on-line @  
<http://www.sanctuary.com> and  
find out how you can get a demo  
of THE RIDDLE OF MASTER LU



**SANCTUARY  
WOODS®**



RIPLY'S and BELIEVE IT OR NOT! are registered trademarks of Ripley Entertainment, Inc. SANCTUARY WOODS is a registered trademark and THE RIDDLE OF MASTER LU and the Sanctuary Woods tree logo are trademarks of Sanctuary Woods Multimedia ©1995 Sanctuary Woods Multimedia.

Reader Service No. 131



# Wing Commander IV: The Price of Freedom

*Origin continue the battle against the Kilrathi in the latest installment of the Wing Commander saga*



**A**ttention all Confederation Fighter Kilrathi War Veterans: CIC (Commander In Chief) Chris Roberts and *Origin* have begun recruiting for a fourth tour of duty - **Wing Commander IV: The Price of Freedom**, which is due to hit Earth system by Christmas 1995.

When cornered on the way to the set of **Wing IV** in Hollywood, California, Roberts described the events that lead up to this latest Confederation Fighter military action. "It deals with the after effects of what happens when the (Kilrathi) war is finished. The war has been over for about a year and there are escalating conflicts between the border worlds and the core Confederation worlds. The border worlds are kind of where **Privateer** was set and sort of like this ugly step-child of the Confederation. They don't have full representation inside the Confederation Assembly and there are escalating tensions between them where there are sort of incidents that are happening around the border areas. So the opening of the game starts off with a big assembly deciding whether they are going to go to war with the border worlds. They'll decide that in two weeks and so most of the story takes place in those two weeks. As Colonel Christopher Blair you get called back up to duty and hopefully avert a civil war."

For those of you who have been living off-world or traveling out on the rim, the **Wing Commander** series is a space/adventure game that follows a group of starfighter pilots. As potential recruits, we were concerned we might yet again be assigned to the "less than best" ship in the Confederation or some God-forsaken outpost. CIC Roberts reports that "there are some twists and turns to the story-line, so I don't really want to reveal what's going on. It suffices to say that there are a couple of points where you have to make some pretty hard decisions and challenge a lot of the things that you sort of fought or believed for in the past three games to kind of ultimately do the right thing. So it should be pretty interesting."

Since the Kilrathi are no longer a threat, when further questioned about who the enemy is, Roberts revealed, "it comes from within the Confederation. I think the story is a little grayer than the past ones, but I think it's a lot more interesting. It should be pretty fun."

Roberts went on to describe what returning veterans could expect. "There's going to be a whole new batch of ships and weapons. Pretty much everything is new. The missions themselves are much more interesting, strategic and complex. Back in **Wing III**, if you wanted to blow up a capital ship you had to fly a bomber yourself. Now, to blow up a capital ship, you and a wing-

PHOTO BY JOEL SUSSMAN





man can hop in a fighter and take two additional bombers with you. You can instruct the bombers to hang back, while you go in and clear out the fighters covering and the turrets. Next you tell the bombers to go in and attack. You're in command. You make decisions as to where the ship's gonna go and what fighters are going to do and where they're gonna go."

The estimated cost of this tour of duty has risen to a whopping 10 million plus. The added cost of actual live sets and 35mm film in this latest campaign has stirred up some controversy within the Confederation Assembly, since the **Wing III** campaign was completed using less costly measures. The CIC, whose involvement with **Wing IV** is "just executive producing and directing the live action stuff" and "not directing the computer stuff," addressed these factions.

"The main difference is that when we shot **Wing III** everything was green screen. But on a set this size, you don't want to have any green screen. It's really limiting because it doesn't let you move the cameras. So green screen is really good for stuff where you couldn't possibly afford to build a set or you need something fantastically outlandish. But other than that, it has a lot more problems than benefits."

Roberts later described other technological advancements recruits can look forward to. "A lot of the tools we used in **Wing III** are used on this. They've just been a little more tweaked and updated. We've optimized it so it should run faster and look a lot better. I think it'll be fun because we have obviously improved video playback which lets us do many more things. Out in space we have digital music and the EOR [*Origin's* proprietary game engine] shapes are much better now."

In an exclusive interview with *Strategy Plus*, the much sought after Hollywood "Puppet Master," Bud McGrew (of **The Teenage Mutant Ninja Turtle Tour**, **Super Mario Brothers**, and **Mortal Kombat** movie fame) recounts "originally there were supposed to be

three Kilrathi in the new game. Due to budgetary constraints that would produce three 'only all right' Kilrathi, *Origin* decided to replace quantity with quality. So now we have one 'movie quality' Kilrathi."

Melek, the sole Kilrathi in the game, was custom constructed using four off-the-shelf Futaba radio control systems (9ZAPs to be exact). These are connected to a Kuper motion control computer which was modified to work with the radios. To give you some indication of how sophisticated Melek really is, the gorilla "Amy" from the movie **Congo** was constructed with 23 servos while Melek has an astonishing 27.

Most of the male cast members from **Wing III** are returning for **Wing IV**, but none of the female cast have. When questioned whether there would be a love interest on this tour, Roberts retorted "no love interest. Just action/adventure."

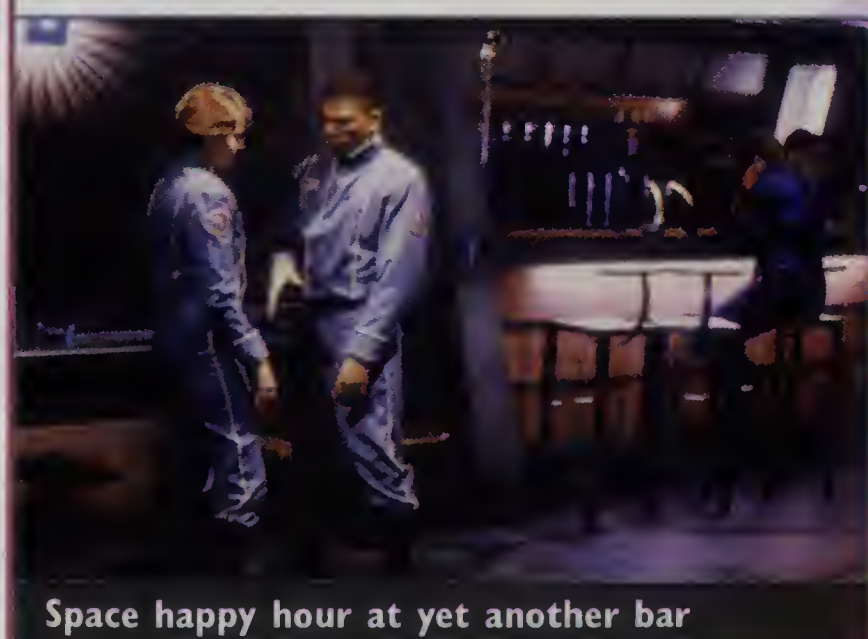
Tom Wilson (Maniac), Malcolm McDowell (Tolwyn), Jason Bernard (Eisen), and John Rhys-Davies (Paladin) are back for this latest installment, as is Mark Hamill as the "Wing Commander" himself. We spoke with Mark on the set of **Wing IV** and asked him if, since his appearances in the *Star Wars* movies have forever typecast him as Luke Skywalker, he was concerned that he now may be forever known as Christopher Blair - The Wing Commander, to a whole new generation.

He graciously replied, "a lot of actors spend their whole lives wanting to be known as *anything*. I always thought I should be happy for what I have instead of being unhappy for what I don't have. So you know, if things are going all right with your family and... I don't know, not really. I think it's good."

Later on in the day, we were fortunate enough to tour the sets. Even though the budget is considered minuscule by current Hollywood movie standards, everything looked top notch. The amount of detail put into the sets and props, combined with the very capable



Mark Hamill (right) picks a fight with Jason Bernard (left)



Space happy hour at yet another bar



Chris Roberts (right) tells Mark Hamill (left) to "act or hit the road." (Only kidding)

PHOTOS BY MICHAEL KUBEIST



and professional abilities of the crew, puts the overall production on equal terms with the some of the best movie productions. Then again, much of the crew from the previous game is back for **Wing IV**. If practice makes perfect, then this could have something to do with this observation.

Finally, we've heard rumors that Chris' father didn't take his interest in game design seriously. We asked him about that. "Actually my parents are real supportive but yeah, they always used to say 'well after you've had fun doing this, you should go back to college and finish getting a degree so you can go and do something – get a real job.' He doesn't say that anymore."

We didn't think so. But what we do think is that **Wing Commander IV** has all the makings to be another big hit for *Origin*. Christmas is just around the corner so get your joystick warmed up!

Ben Chiu

# Wing Commander IV: the Game

**W**hile *Origin* is busy perfecting its FMV techniques for this installment in the series, the company has also continued to pay attention to gameplay. The most obvious thing to say about the latter is that it's going to continue to be familiar to players who've engaged the previous three installments in this design.

Beyond the obvious, though, refinements have been made to the system which are likely to keep it competitive in a genre that only a few games have so far succeeded with (action space combat). Most importantly, the SVGA performance has been made even smoother, which manifests itself not only in the form of a fluid frame rate but also in the ability to increase detail on the ships, making close-up combat more fun than it's ever been before.

You know how, way back in the original **Wing Commander**, it felt like you were taking shots at one of three or four "faces" on the opponent vehicle (sure, there were more texture-mapped surfaces, but the ships only seemed to have three or four angles to be viewed from)? Obviously that changed dramatically with **Wing Commander III**, but with **Wing Commander IV**, the changes – while less obvious – are even more satisfying. It could reasonably be said that for the first time in this series, you feel like you have a full, three-dimensional model (literally) at your disposal. Collision detection logic takes account of the increased 3D detail to make it possible to animate sequences of damage, so that you'll not only see bits and pieces of your opponents' ships flying off, you'll see that you can control the *kind* of damage you can do to opponent ships much more precisely, making this much more than a "shoot it until it blows up" kind of combat game.

This is one of the major advances in general in PC gaming combat, and is taking place across genres. In flight simulation, it means you can disable (and be disabled) without destroying, a fact which opens up air combat to a whole new range of performance and play issues (disabled performance can now be represented as much more than numeric changes in, say, the flight modeling or top speed or rate of climb/dive, etc.). In the fantasy space combat of a **Wing Commander IV**, similar levels of detail means your goals in a mission can be more subtle. The promises of a game like **Privateer** (in the form of the ability to collect salvage from damaged opponent craft) now have the capacity to be realized in something more than random or abstract fashion.

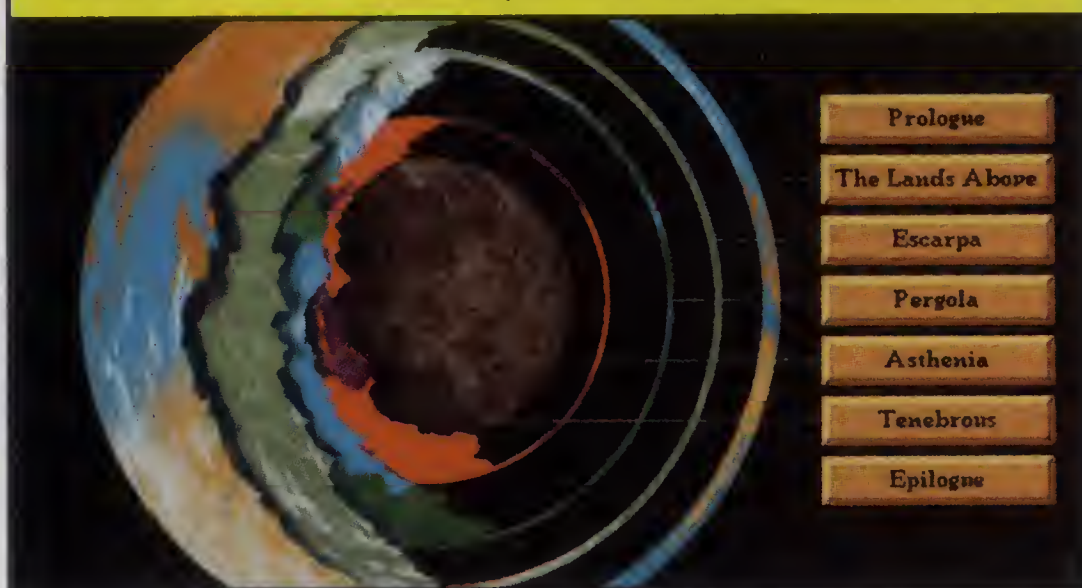
I've always wanted to fly a fantasy space combat game where the typical *Star Trek*™-type "they took a direct hit on their aft gravimetric accelerometers! Let's close to 3 parsecs and attempt to communicate with their bridge!" interaction would be possible. Well, it's almost here: in **WC4** we'll have, for

## TORIN'S PASSAGE

A GREAT NEW ADVENTURE FROM SIERRA  
(WITHOUT "QUEST" ANYWHERE IN THE TITLE!)



EXPLORE THE FIVE NESTED PLANETS OF STRATA. DISCOVER  
WORLDS WITHIN WORLDS... (ACTUAL GAME SCREENS SHOWN)



MULTI-PLANE SCROLLING. SVGA GRAPHICS. TENS OF  
THOUSANDS OF CELLS OF ANIMATION...



ALL-DIGITAL MUSIC, SOUND  
EFFECTS, AND DIALOGUE...



SIERRA® FOR DOS WINDOWS AND MAC AT COOL SOFTWARE STORES OR THRU





instance, missions where, in-mission, changes in mission parameters, directives, goals, will take place depending on player performance along the way. We'll have missions where it will be necessary to tractor in materials, or insert away teams onto ships or bases to complete mission goals. In other words, the pure blaster aspect of the **WC** tradition will now be accompanied by more complex – and dynamic – mission goals and branchings.

Beyond the graphics and dynamic mission design, the weapons and craft control systems have been refined to the point where **WC4** has now finally become competitive with the best out there, i.e. **TIE Fighter** (LucasArts) and **Renegade: Battle for Jacob's Star** (SSI). I have to be honest and say I've never felt the **Wing Commander** gameplay to be anywhere near as sophisticated in overall design (from an air combat simulation junkie's point of view) as the aforementioned; I played (and enjoyed) the earlier **WC** games primarily for their story elements. Well, now it looks like we'll have it all in one package with **Wing Commander IV**. Which is great news, 'cause it means the previous leaders in this area will now have to work harder themselves to compete.

As a cynic about FMV I'll nevertheless be waiting with great anticipation for the release of **WC4**; Origin's plans this time around are to avoid the static alternation between movie and gameplay elements, and to incorporate the FMV instead *into* the gameplay itself, in areas like in-mission communications, between-mission conversation which has effects on weapons and hardware options (treat your mechanic right and s/he might have a special tweak for your ship, etc.), and communications with the opponent. **Wing Commander IV** looks to be the game these folks have been shooting for. It will of course be spectacular, as well. ◆

Steve Wartofsky



DOZENS OF MIND-BENDING PUZZLES, COOL NEW 3-D INTERFACE, FREE ON-LINE HINTBOOK, POP-UP TELEPROMPTER, FAST FORWARD, PAUSE, REWIND, 3-D INVENTORY OBJECTS...



CREATED BY SOFTWARE'S BEST-SELLING HUMORIST, AL LOWE...



PLAY TORIN'S PASSAGE: WHERE NOTHING IS WHAT IT APPEARS TO BE...



SIERRA DIRECT. 1-800-757-7707 OR LOG ONTO [HTTP://WWW.SIERRA.COM](http://www.sierra.com), AOL OR COMPUSERVE. NOW!



*"Eat bugs all day  
and you'd think up some  
pretty bizarre stuff too."*



Bullfrog and the Bullfrog logo are registered trademarks of Bullfrog Productions, Ltd. Dungeon Keeper is a trademark of Bullfrog Productions, Ltd. Call 1-800-771-3772 for information on game ratings. Actual screens may vary.





**BULLFROG**  
PRODUCTIONS LTD

What's next?

Here's a switch. An RPG where  
you play the monsters (plenty of 'em).  
The fair-haired, blue-eyed heroes  
try to steal your treasure. You manage  
the dungeon (first or third person  
point of view) and hunt them down.  
Then maul them. It's even 8-player  
networkable. Happy feasting.

Reader Service No. 44

**DUNGEON**  
YOU'RE THE MONSTER  
**KEEPER**  
**P C - C D**  
(for an interactive demo) <http://www.ea.com/bullfrog.html>



# CAPITALISM

Mixing business with pleasure in Interactive Magic's new financial sim



Writing a business simulation, at least one for the entertainment industry, is a dicey process. Make the product too simple and it will either be limiting or not challenging enough to satisfy your audience. Make it too complex, and the average gamer won't be able to fathom the inter-relationships of all included variables. Companies keep trying for the brass ring of the perfect balance, but in our opinion, no one has skewered it yet.

**Capitalism** (designed by *Enlight Software*) is Interactive Magic's attempt. Though this is a preview, the version of the game examined seemed fairly complete, and while we refuse to give a definitive recommendation based on an unfinished work, we will say that **Capitalism** bears watching.

**Capitalism** concerns itself with a fairly narrow band of the business world, namely the production and sale of physical goods. Players can buy goods and sell them at retail outlets, choose to set up their own manufacturing plants to produce goods, or develop natural resources for sale to other manufacturers. Of course the true mogul will develop a pipeline which starts with raw materials and runs right through to the neighborhood department store.

Along the way, you'll have to worry about advertising, training the work force, researching new and better versions of your product, and developing brand name recognition. The stock market is modeled, and with it hostile takeovers and mergers. In truth, when *I-Magic* talked to us about this on the phone, we were rolling our eyes and bracing ourselves for what we were sure would be a tedious preview. The amazing thing, though, is that in fact **Capitalism** is handling all of these details in a way which keeps them accessible, and the gameplay fun.

## Building a financial dynasty, brick by brick

The basic building block of a **Capitalism** corporation is the firm. A firm can be a retail outlet, a factory, a farm, a mine, an R&D plant, and so on. All firms have in common a 3x3 layout of cells into which you place various units. As an example, let's look at a retail outlet (the game calls them department stores, but they don't *feel* like department stores, at least so far). Most empires start with a retail outlet, since they can function autonomously with the help of a (government-owned) seaport.

At the simplest level, a retail outlet needs two units: a purchasing unit, and a sales unit. Double click on one of the cells, and you get the option to buy any of the various units. Choose the purchasing unit. Next, you

have to tell it what to buy. Click on the "Link To Supplier" button, then find the seaport on the map, and click on it. Check out the imported goods available, click on one of them, and then on "Link." Congratulations! You now have a purchasing department. Later in the game, you can buy from a domestic source, either your own or a competitor's.

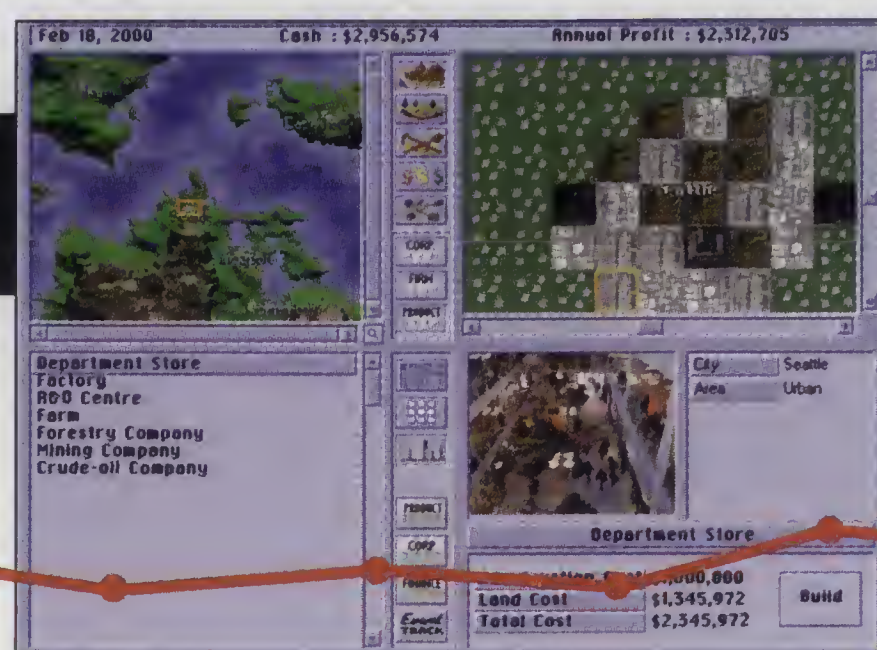
Back at the retail store, you now need someone to sell your "Best Quality Imported Widgets." Double click on a cell adjacent to the purchasing unit, and buy a sales unit. Between all the cells you'll see grayed-out connections. Double click on the one that connects the purchasing unit to the sales unit. Product will start to move between the two, and your sales staff will get to work. You're in business!



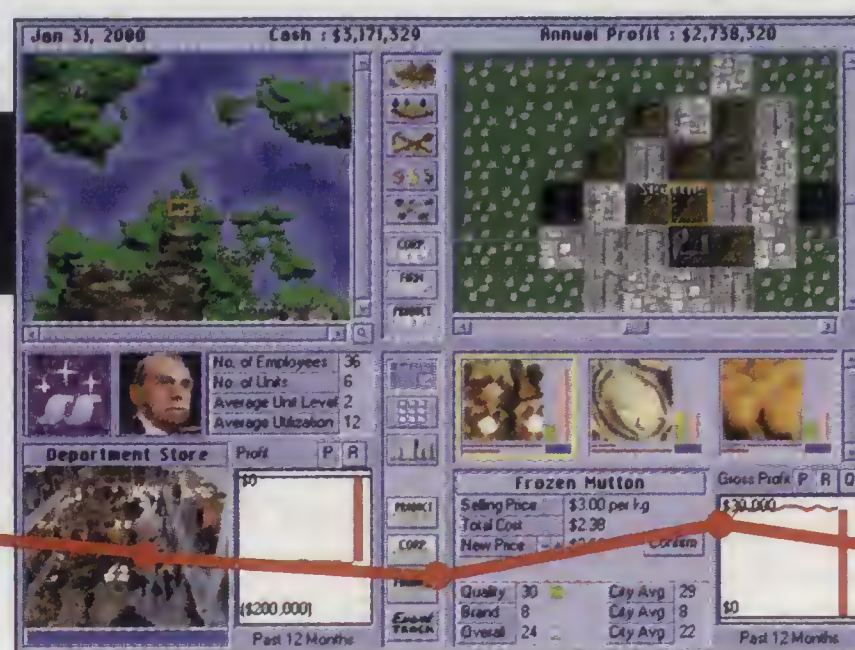
Now sit back and observe for a minute and see how your product does (**Capitalism** runs in real-time, with an adjustable speed to suit your needs). By right-clicking on it, you can compare your product with other similar products. Each product has three attributes: price, quality, and brand. As long as you're importing goods, you'll have little control over the quality, but you can adjust the price easily, or go about building a brand name for yourself. Actually, if you give the people a good value, your brand name will grow on its own (slowly), but we'll help it along.

Back at the retail matrix, double click on another empty cell, this one adjacent to the sales unit. Buy an advertising department. Link it to a nearby newspaper, or if you're feeling flush, a TV station. Set the amount you want to spend on advertising and you'll be rewarded with some data about how many people your message is reaching, and how many times a day they see your ad. Bombard the hapless viewers as they tune in to *The X-Files* and as much as they groan and complain, they will also come to recognize your brand name.

That covers the basics of setting up a retail firm. Other kinds of firms work in the same way, but with slightly different units. A farm, for instance, would have crop growing units, livestock raising units, livestock processing units, sales units, etc. A factory would have purchasing (for raw materials)



Building a department store



Sales of poultry products have dropped off, and our department store is running in the red!

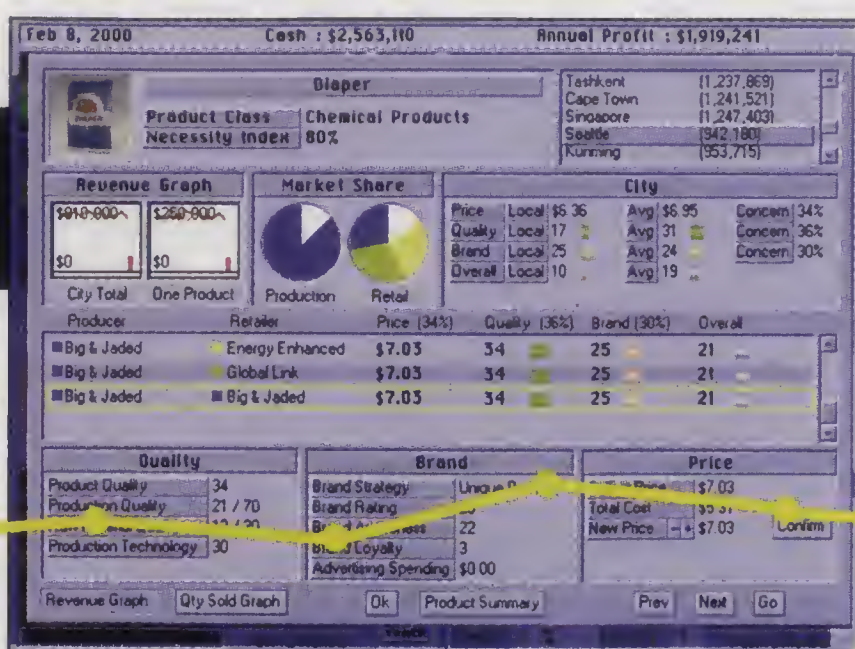


Checking out prospective land. Ah, the splendor of city life!





The Manufacturer's Guide is like a recipe book for various goods



Big & Jaded Corp. manufacturers most of the diapers in the game world. The white segment reflects small, local businesses



Here's the layout of our "department" store. The little red and blue workers indicate trainees (blue) and experienced help (red)

and sales units, as well as manufacturing units...er, you get the idea.

The majority of your time in **Capitalism** will be spent tweaking your firms. You want maximum profit, of course, but you have to be careful no one else is underselling you. As your empire grows, you'll want to expand into the manufacturing side of things, and this can get really interesting. For instance, in one game we were doing a bang-up job of selling imported diapers (nappies for our European readers). OK, they aren't glamorous, but there is a definite need for them and they have a good profit margin. You can imagine our dismay when the seaport stopped importing them!



## Honey, the baby needs changing!

We decided to fill a niche by building a diaper factory. The Manufacturing Guide, which is available from the Help menu, told us we needed cotton and paper to make diapers. We looked for a source of cotton and couldn't find one. Not to be easily put off, we built a farm and started producing our own cotton. In the unused area of the farm we raised cattle and pigs for frozen beef and pork and immediately started selling these back in our retail outlet. In this way, the farm was turning a profit before the first cotton crop came to fruition.

Next we looked for a source of paper, and again, couldn't find one. Paper is itself a manufactured good, which needs timber as a raw material. You guessed it, there was no timber available, either. We built a timber mill. Timber mills are tough because they are so focused. You can diversify a farm or a store to help offset operating costs (a set \$100,000 a month for each unit), but not so a timber mill. Ours started bleeding red ink from the beginning.

Rather than build a separate factory to make paper, we decided to do the whole process under one roof. Our factory had purchasing units to buy

cotton and timber (although our corporation owned all firms involved, we still had to buy the goods. We could've set the cost very low, but we left it at a normal market value in case other corporations wanted to buy our surplus). Next, a manufacturing unit turned the timber into paper, then a second manufacturing unit turned the cotton and paper into diapers. Finally, a sales unit sold the diapers, and what a hit they were! Immediately several corporations started buying them, and since we had a monopoly on them, we set the price good and high (happily there are no price gouging laws in the game). The profit from our farm offset the debit of our timber mill, and the profit from the diapers went into the corporation's coffers. Our next goal is to find more ways to utilize the timber from our mill, in order to get it to turn a profit.

## And now, the payoff

**Capitalism** looks and sounds more complex than it is. Or at least, the complexity is at the theory level, where it belongs, and not in the interface. *Enlight* has included a multi-part tutorial which walks you through the basics of setting up the various kinds of firms, as well as advertising and stock market manipulation. On-line help is included and should work well at refreshing your memory.

In addition to the basic open-ended "just how rich can I become?" game, there are scenarios to challenge your skills. These present you with an opening situation, a goal, and a time limit, much like the scenarios *Maxis* provides with its Sim games.

**Capitalism** is one of the first business simulations designed which succeeds in generating the excitement inherent in the process of carving out a financial empire in the real world, while still being fun to play. There are a few flaws hidden in there, but again, this is an unfinished version and *Interactive Magic* is still polishing the design. Most of the things we'd flag as concerns in a finished product were minor interface irritations; things we fully expect to see addressed in the final.

**Capitalism** appeals to the builder in all of us, providing the satisfaction which comes from starting small, and working towards a large, complex system. The general course of the game guides newcomers up the learning curve naturally (since trying to build a complex system such as our diaper factory takes more cash than you've got at the beginning). In all, **Capitalism** has the potential of being the best business sim seen in a long time. We'll keep you posted. ♦

Peter Smith





# Kingdom O' Magic

**SCi go silly in their first graphic adventure, taking stupid to new levels of, uh, stupidity**

**T**he fantasy genre gets its rightful trashing in **Kingdom O' Magic**, an upcoming point-and-click adventure game from England's SCi. According to the designer of the game, Fergus McNeil, "We're just taking a look at fantasy and having a bit of fun with it, with a lot of pop-culture references.. players should recognize. We... wanted to do a point-and-click adventure we wanted to play... when we started to develop it, LucasArts had just released **Sam & Max Hit the Road**, and we thought it was just brilliant. We like what they're doing, but we wanted to do something slightly different, something more open in structure, and something that combined the best bits of old text adventures and traditional CRPGs."



What this means is that there's a story thread running throughout the game, and a few things along the way you can do which may not be directly related to the main story. Present are two main characters: Shah-ron, an Amazon goddess-type, and Sidney, a seven-foot-tall lizard who looks like a miniature Godzilla and has a walk that gives new meaning to "awkward." People react differently to each character, and each has their own personality traits. For example, Shah-ron is a better magic user, while Sidney can take more blows to the head.

## A plot?

The game's plot (if you could call it that) has the protagonists taking on three quests, the first of which is the *Traditional Quest*, where the player must rescue the dragon and kill the princess, or something like that. Unfortunately there is no princess and the dragon has some sort of tie to the Mafia. The *Magnificent 7-11 Quest* takes the



The pop-up interface

player to a small town sitting on stilts in the middle of a lake; you must save it from an invasion. You will need to round up between seven and eleven of the meanest and nastiest people in the world in order to help you. Finally, there's the *Bizarre and Slightly Twisted Quest*, where you have to uncover the final resting place of the lost Lava Lamp of the Ancients in order to bring peace and harmony to the world.

Each of the main characters will have to complete each quest, but the way they go about it will be slightly different, from their starting points in the kingdom to the way they will have to interact to achieve the same end results. SCi also plan to make the design flexible enough to allow the player to interact with any character in the whole game world, even if they're not involved in that particular quest.

The puzzles are structured slightly differently from those present in more traditional adventures. In those games, for example, you need something from (say) the queen, so you retrieve something else she needs, hand it to her, and voila! she turns over the item. In **Kingdom O' Magic** you may not have the object the queen needs, so you can choose to blackmail or con her out of the item instead. Nice (?) twist.

## A picture is worth a couple of words

The game will feature over 100 locations, with SGI rendered VGA graphics providing plenty of eye candy. Like a LucasArts adventure, SCi have chosen low-resolution instead of SVGA



Our heroes Sidney and Shah-ron

graphics, and provide further proof that if done well, SVGA isn't really needed (except perhaps by the marketing folks).

The characters in the game are all SGI modeled 3D characters, and they all look quite odd (purely intentional, we're sure). The sets are also 3D, with allowances for day and night views of each of the scenes. The visuals of the game aren't its greatest strength, but the rest of the game looks to make up for any deficiencies.

## It's a magical experience

It wouldn't be much of a **Kingdom O' Magic** without magic, so the game features a magic system as silly as you might expect. On the not-quite-so-silly side, under the thin veneer of an adventure are CRPG-like stats to keep track of the user's magic ability, which affects the duration, speed and strength of spells. Duration

## A brief list of a few of the spells

### Spell of Fresh Breath Confidence

Cast this and you'll get a giant burst of self-confidence the likes of which have only been seen in Certs commercials.

### Spell of Left the Gas On

Useful in the direst of situations, upon casting the spell the slaving beast who's about to separate your bowels from your body will stop in mid-attack and say, "I think I left the gas on," and zoom off. Note that this particular spell is only effective on certain characters. Casting it on the Ninja Baker (who works in a building with gas ovens), for example, will only produce a response like, "Of course I left the gas on."

### Spell of Incontinence

This little number sends the monster off looking for the nearest clean restroom.

### Spell of Cabbage

We're not sure how useful this one is, but casting it on any character doesn't cause them to change their speech or movement. The only thing it does to them is turn them into a nice little green cabbage.





Even a lizard has to use the facilities...

is important, because people can literally run away from your spells, their course of flight spanning multiple screens and locations. Sometimes *your* only defense is also to (in true Pythonesque fashion) “run away!...”

## Fight, fight

The game will feature a great many characters (nearly 100!) to interact and converse with. Some of them, unfortunately, are quite unhappy with giant lizards or amazon women, and will try to attack you. They wander around; you can choose to talk to them, but usually the end result is that they'll *still* try to kill you. Trolls and the requisite orcs pop up periodically, each of whom are named (on their uniformed chests – don't ask, you'll just have to trust us), and



Ye olde helipad?

according to McNeil, “Each orc sounds like James Mason, but that's genetics for you...” (dry English humor, oops humour, alert).

Once you enter combat you'll have various weapons to choose from; there's also a hit-based point system the player is effectively shielded from. However, if you face a beast with a chainsaw and you're only armed with a small stick, it might be in your best interest to select the “run away” option (again).

## Babble

The conversation method is designed to produce a number of dialogue variations (all of the dialogue is of course digitized). You get three opening gambits: number one is usually pleasant, like “Hello,” the second would be interrogative, as in “I'd like to talk to your mother, is she here?” and the third could be insulting, as in “Your mother was very good last



Sidney waltzes into your heart



SCi offices under attack — this is not a game screen!

night – she said I was even better than you.” At the end of this cheery banter the opening gambit will be based on the result of the previous conversation. In other words, if you chose the previously discussed “insult” opening, don't expect much cooperation.

While they're not out to offend the world with their humor, you will be able, via the dialogue system, to steer the game into the sort of humor that you yourself will be comfortable with (French, British, Spanish, Jerry Lewis – one step beyond “pick your language” CRPGs!). SCi have avoided stooping to swearing for humor or shock value in part because, as McNeil pointed out, “Quentin Tarantino has that market sorta locked up.”

Some of the characters, such as the Ninja Baker, provide comedic fodder in name alone. But why stop there? SCi has given him a vocal personality which sounds like the lamest dubbed Saturday morning *Kung Fu Theater* acting, deliv-

ering lines like, “You have insulted the aftershave of my forefathers. You have no honor. I shall fight you!” with complete earnestness. After casting the *Spell of Incontinence* on him, he could respond with something like, “You attack me with a dishonorable spell. Damn you. But I have trained every muscle in my body. I will clench. I will resist. You will not defeat me.” Anyway, you get the idea.

So that's that. It's a silly adventure game. What more could you want? Rumor has it that stupid is as stupid does, and following brilliant logic like that one would have to say that **Kingdom O' Magic** must do something. In the end, this game is designed to change the world and promote tolerance and equality. Or maybe not. Or maybe it just exists to make you laugh. Which is more than might be said for the ending of this article.



Steve Bauman



Shah-ron has an obvious balance problem





## Anvil of Dawn

**Chris Straka  
of Dreamforge  
takes a journey  
through Tempest**

The glow of the setting sun washes over a great, ashen plain, bathing the land in eerie ribbons of light. The world is Tempest; the place is the scar, a region known to many as the Wasteland or as Desolation. It is here that an unholy gathering begins, where races of ill-fortune such as mirelurks and slogs assemble by the thousands. One man stands before them, a commanding figure wearing an armor as black as death. In the months ahead, he will come to be known as the Warlord, and his vast army as the Horde. Spilling out of Desolation and into the green valleys of Tempest, they leave nothing but terror and ruin in their wake. No mortal formation can resist them, and defending armies fall, one by one, beneath the iron fist of the Horde. Yet it is not the Warlord's battle prowess which is responsible for such victories, but an artifact, a gift given to the Warlord by an evil god. It is the Dark Slag.

The salvation of Tempest lies not in confronting the Warlord, for no final show down with this evil antagonist can save the day. Instead, the source of the Warlord's power must be sought out and stolen away. It is a journey which takes you from a small stone outpost known as Gryphon's Keep to the Anvil of Dawn itself. The Anvil of Dawn, — here, at the beginning of time, the creation of the universe took place.

Unspeakable dangers await you on the quest, hideous monsters warped by the power of the Dark Slag, devious traps that all too often promise death, and a long and arduous trail with surprises at every turn. Do you accept a challenge promising almost certain death? If you do, here is what you can look forward to (from a design perspective).

### It's not just a game — it's a world

But first, the game. In creating **Anvil of Dawn**, we have made every effort to bridge the gap between the novice and the expert player. A rich help feature aids the novice in mastering game play, while the expert can delve quickly into the challenge of the quest. Both beginners and more experienced players can expect a completely fulfilling game experience.

The world of Tempest began to come to life early in the design stages, when we decided it was important to make you feel as if you were there. And that we did, — by creating a completely 3D modeled landscape, littered with a network of movement nodes which allow you to traverse a dark and ominous world.

Movement between nodes is accomplished via animated flics, mini-cinematics that provide fluid movement from one exterior location to another. We've made the landscapes and dungeons as real as they can get (thanks to a very talented art staff, both 3D and 2D). They are no longer mere representations of a map included in the game box.

The very first time you leave Gryphon's Keep, you'll be rewarded with a spectacular sight as you make your way east, to the ocean's shore, where the Dark Lantern stands. Later, you'll gaze up at the Iron Titan as you cross the fathomless Scar, then make a pact with the towering Elder Tree you've so often seen in the distance, finally to stand in awe as you cross the Sea of Ice to the mysterious Anvil of Dawn.

One might jump to the conclusion that all this is eye candy. Aye, it is that, but we've made

certain that adventuring across Tempest is much, much more. Many of the puzzles and a variety of encounters occur outside. And something rarely noticed — that's the way it's supposed to be — is the seamless quality of game play. Once you enter Tempest, you won't notice you've left until you quit the game, not every time you leave a dungeon!

### The Path to perfection lies within simplicity

We believe that keeping you immersed in a game world relies on a number of things, one of which is the simplicity of the interface. From the start, it was our intention to eliminate as much confusion from mouse clicking as possible (left click for this, but right click for that, then double click when you want this to happen, etc.). Game play in **Anvil** can be done with a simple left-click, while the right-click is reserved for short-cuts and set-up functions, such as adjusting attribute values.

Simplicity is also the reason we chose to make **Anvil of Dawn** a single character game. With a single character there aren't as many actions the player must perform to play the game. And all the icons needed to play the game can be condensed and placed for maximum value. In this way, we didn't have to worry about multiple characters, multiple faces, multiple inventories, etc., and how all the possible combinations can be made functional with a simple left click. Because of this, you can begin playing **Anvil** from the start without thinking too hard about how to play it.



Quince



Mage of the Dark Lantern



Embedded giant in the Iron Titan





## Embarking on the journey

You'll start off by choosing your character from five possible volunteers willing to embark on the hero's journey. Each has four attributes which represent strengths and weaknesses, as well as skills in various weapon disciplines and magical arts. You can accept these attributes as they are, or alter them to create the type of character you wish to play. On the quest, the attributes may be both increased and decreased, sometimes temporarily and sometimes permanently. Your character also accumulates weapon- and spell-based experience. Once enough experience is acquired in a category, a level is gained, which is then applied to the numerous weapon and magic oriented skills.

The magic system for **Anvil of Dawn** required months of design and development time. A balance of forces was achieved, with spells broken into several elemental disciplines, including those of water, lightning, flesh, and the void. Each spell is richly detailed in its graphic appeal, including the magic gestures necessary to invoke it.

It isn't long before your character begins to earn experience points, because shortly after the game starts, you'll find yourself deep in the bowels of Gryphon's Keep. And the first thing you notice is that **Anvil** is a full-screen experience. All the icons you need are super-imposed on the right side of the screen.

One of our primary design goals was to offer as many options as possible, so game screen icons can be toggled on and off (off for a true full screen environment). In addition to toggling on and off, you can choose whether you want

individual segments of the icon bar to appear.

We wanted the game to exude atmosphere, both outside and inside, and the 3D rendered art for the dungeon environments does just that. The dungeon walls look very realistic, not flat and pixellated like those in a smooth-scrolling game. They have a depth and a texture which draws you into the game environment. It's almost as if you can smell the muck and grime of the Quagmire, or feel the grass shoots brushing against you on the Reed Plain. To achieve such realism and atmosphere, the dungeon environment itself had to be grid-based, but realistic movement and turning is emulated through the use of scrolling and rotational effects, which create the feel of realistic motion. The end result is a stunning game environment.

## Combat - real time with a turn based feel

One of the first questions a game player asks is, "is the combat turn-based or real time?" From a design standpoint, we felt there was no reason a combat system couldn't integrate the advantages of each. The answer thus became "a little bit of both." It has the action oriented feel of real time, yet is paced evenly so you won't feel overly rushed to perform an action. Step up to a creature and it may or may not swing at your character. Either way, there is an adequate space of time during which the creature waits for your character to attack before it takes another swing. The creature only attacks again if this space of time expires, or your character attacks back. So if you want,

combat can be fast and furious with your character and the creatures exchanging blows back and forth in rapid order. Or you can keep it slow, taking time between blows to analyze the situation and decide what you want your character to do next.

Whenever you perform some action that takes you out of the game environment, such as going to the automap or character sheet, we've made sure the action stops. This gives you the luxury to do what you want without being hurried by the fact that some creature is pummeling your character (especially when all you want to do is put a different object in his or her hand).

## Miscellaneous ramblings

Exploring dungeons, fighting creatures, solving puzzles and traversing the outside world of Tempest are the primary design elements we've used to create game play. But there are numerous things we implement in a *DreamForge* fantasy adventure to make it a simple but enjoyable experience. **Anvil of Dawn** has one of the most useful automaps you'll find, and it lets you print out the maps. There's a journal to help you keep track of the quests your character is asked to fulfill. A tremendously useful help function can be toggled on and off, while a spellbook keeps track of the spells you find automatically, and offers a brief description of each. We've done our best to keep the player from spending time worrying about too many non-essential game elements without playing the game for him or her.

## In the end

So, what kind of game did we set out to create with **Anvil of Dawn**? We wanted to forge a fantasy adventure that was extremely fun to play. It would incorporate elements which provided both action (combat) and problem solving (puzzles). Around the dungeons we would build a world, bring it to life, and draw the player into that reality. The interface would be simple and intuitive, allowing the player to enjoy the game, not one so demanding or complex that time is spent figuring out how to play. We would combine all of this with an intriguing plot, one that places the character on a hero's journey, improving his or her skills, talents, and knowledge along the way. Did we achieve this? Well, you'll have to be the judge of that, — should you choose to partake in this glorious adventure!

*Anvil of Dawn will be released by New World Computing this fall.*

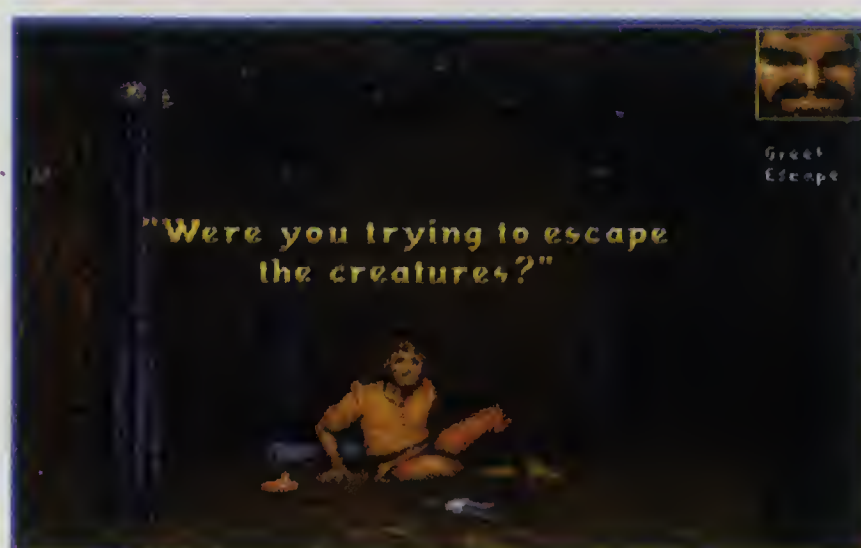
◆ Chris Straka



You choose to play one of these five characters



Game interface: outdoor travel



Miner in underground city



A VETERAN ASTRONAUT.

AN ADVENTUROUS REPORTER.

A DISTINGUISHED SCIENTIST.

A MYSTERIOUS ASTEROID.

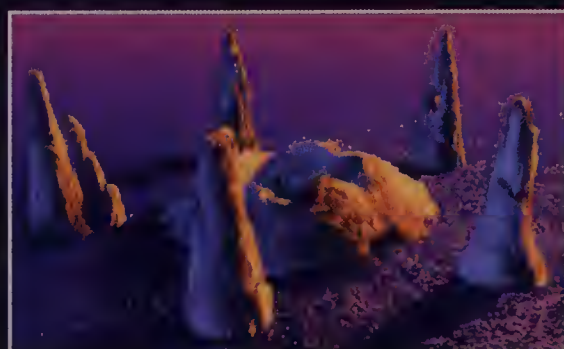
ON THE SURFACE,

NOTHING IS WHAT IT SEEMS.

# THE DIG

THE GREATEST MYSTERY OF ALL AWAITS.

LUCASARTS ENTERTAINMENT COMPANY PRESENTS THE DIG - A DEEP SPACE ADVENTURE BY SEAN CLARK  
FOR PC AND MACINTOSH CD-ROM • NEARLY 200 LOCATIONS AND HUNDREDS OF PUZZLES  
WITH ROBERT PATRICK OF T2 AS THE VOICE OF BOSTON LOW • DIALOGUE BY SCI-FI AUTHOR ORSON SCOTT CARD  
SPECIAL EFFECTS BY INDUSTRIAL LIGHT & MAGIC • WINDOWS 95 COMPATIBLE • NOVEL AVAILABLE FROM WARNER BOOKS  
SOUNDTRACK AND DEMO ON ANGEL RECORDS • STRATEGY GUIDE AVAILABLE FROM INFOTAINMENT WORLD



CHECK OUT THE DIG INTERACTIVE DEMO IN SELECT MAGAZINES AND RETAIL OUTLETS OR VISIT THE DIG HOMEPAGE AT <http://www.lucasarts.com>

The Dig game © 1995 LucasArts Entertainment Company. All Rights Reserved. Used Under Authorization. The Dig and iMUSE are trademarks of LucasArts Entertainment Company. The LucasArts logo is a registered trademark of LucasArts Entertainment Company. iMUSE U.S. Patent No. 5,315,057.







# CyberMage: Darklight Awakening

**B**etter than **Underworld II**. Better than **System Shock**. Way, way better than **DOOM**, **CyberMage: Darklight Awakening**, Origin's new first-person perspective real-time CRPG, pushes this genre of gaming into significantly fresh territory, with its combination of both level and control design, and its emphasis on variety in gameplay.



The first-person perspective for role-playing games is here to stay; some argue that it will soon displace the more traditional turn-based, overhead perspective party-style approach. Bad news for CRPGers cum wargamers; good news for the rest of us.

The powerful draw of this kind of perspective is the fact that the player's own performance is directly within the scenario. Sure, the god-like overhead approach has its merits, but there's lots more excitement playing from a first-person position than there is from third-person. You feel you have more at risk (your own person), and are thus more likely to venture into danger with more caution and

consideration than you might if you were designating external units to do your fighting for you.

Then, too, the simulation of movement through the environment in the first-person perspective takes CRPGing right into the next generation of computer animation technology. And **CyberMage** has that in spades. Picture a first-person game in full, 640x480x256 colors SVGA, with full MIDI soundtracking and high-quality digitized voice and special effects sampling, chock full of visual features adding real dimensionality to the typically box-like world of this kind of game, and you begin to get a picture of what you're in for in this design. The frame-rate is not only glassy smooth but, if anything, faster in SVGA than the previous generation of 3D shooters were in VGA, an incredible accomplishment! The granularity of the control input is concomitantly higher than is typical, giving the player real precision handling in the management of the character and his or her situation.

As with LucasArts' **Dark Forces** (along with **Descent**, probably the defining game in the genre at the moment), **CyberMage** takes place in a series of

*Lots of door-key type puzzles. Check out the sizeable automap top right.*

interconnected layers which go beyond the typical definition of "levels" in an arcade game. Whereas you might think tactically about moving sequentially from level to



level as a form of progress in a typical shooter, **CyberMage** is not only much more like **Underworld II** and **System Shock** — in that your exploration of a particular area is relatively non-linear — but also *sui generis* in that you have to work through a series of combined puzzles and tactical situations to make progress through the game. You might, for instance, have to find a way up to the top of that wall your opponents are firing from to gain access to a decoder unit, to open a door back at the level you're currently working from, to gain access to some hardware you'll need to take back down the stairs to take care of the trouble you ran from a moment ago. This is exciting because it means you have to pay attention — in real time — to where you are and where you're going, to keep in mind the relationship between situations concurrently present in different parts of the gameworld so you can sustain the links long enough to solve the puzzles (or defeat the opponents). It also means your *play* is in three dimensions, along with your playing environment.

That's what makes **CyberMage** more of a role-playing tactical *simulator*, in some ways, than a 3D arcade shooter. There's an over-riding set of cascading goals — conceived in three dimensions — which you have to make sense of as you progress, which requires more brain input than has so far been typical for the genre.

On the other hand, **CyberMage** is an excellent arcade game as well; you'll find that you not only have fine control over your own first-person persona, but that you also have a series of beautifully-animated opponents whose own tactics make perfect sense in the situations you create (with your weapons). Opponents will take cover when fired upon, will use wall edges to try to sneak up on you, will even speak taunts or issue overheard commands to other units upon spotting you. And none of this is simply hard-coded. Depending on how you enter a room, or where you are in relation to any potential cover in a room, your opponents will react differently. Early on in one scene, for instance, the first time through I snuck up on an opponent from behind and just killed him; upon restarting, the second time through he spotted me and knelt to a crouch before firing at me (which caught me by surprise... and required another restart). **CyberMage** is second to none in this area of design.



## Origin's new first-person perspective real-time CRPG pushes this genre of gaming into significantly fresh territory



The auto-mapping in **CyberMage** is a real revelation. You can zoom in and out on the automap, giving you good control over how much or how little of your current situation you need to assess. If you're just concerned about what's around the corner, zoom in; if you need to re-establish where that special object was way back there, zoom out to find it tagged on the automap. It's a precise – and unobtrusive – system.

Finally, as we've indicated before, **CyberMage** is not just a "guy with a big gun" thing; from the get-go you'll find alternatives to walking around (a tank, for starters, an air car later on), and it definitely adds to play. Try running down a few zombies (something tanks are good at), for instance, or try jumping a wall (something tanks are bad at). You'll have to figure out how and when to use the vehicle options to optimize play.

With **CyberMage** Origin has taken the next step towards evolving the first-person genre into more than a 3D shooting gallery. CRPGers looking for real excitement should anticipate this one with great joy!

— Steve Wartofsky

*Below: Tank can't hit guy up high. Be brave! Face that zombie like a real hero! Hit the <Tab> key!*

*Far below: Mayhem looks way better in SVGA! No slowdown, either...*



## "The best is yet to come"

**Andy Backer chats with CyberMage designer D.W. Bradley**

*You have a background in CRPGs. Did you apply any of that to CyberMage?*

No, I didn't. I still love RPGs and I still intend on coming back to them, but the old style was getting outdated and outclassed. Technology has really exploded in the last several years. We're just getting over the first wave and getting into the second wave of the whole 3D revolution. 3D real time is going to be such an important element in bringing simulations to the player in the future that I wanted to do a project that would thoroughly verse me in doing a real-time, action oriented type of game that was in 3D. I know that a lot of my fans – people that have loved the RPG work that I've done—are going to say, "Oh-oh, he's going some other weird direction." But, that's not really the case. This is just a stepping stone. It just took me into brand new waters that I feel are so important, and that I'm going to use in the future when I come back to doing RPGs.

*Is 3D really the future for RPGs?*

Yes, but 3D is an art form in itself. To try to learn 3D and at the same time merge the process with a role-playing game is insanity. I won't even talk about interactive video. That's catering to a soft-sell market. I think that'll change as people realize they're not getting enough game play for their buck. They'll come back to RPGs.

*One of the things we loved was your sense of moral irony in the worlds you created.*

I still love to tell a story. As a consequence, **CyberMage** is not just a 3D shoot-em-up game. There's plenty of action and that's probably the thrust of the game, but at the same time it's a pretty big adventure that the player goes through. There's a whole story line.

*There's character interaction?*

To some degree but not like as in a RPG where the characters have conversations and trade with each other and there's narration. I wanted to tell the story of **CyberMage** through the characters without any narration. The entire story unfolds as you meet the various characters.

*You were kind of a loner when you did your Wizardry series. Is it different now working for Origin?*

Not really. As far as the programming and design work and writing, it was pretty much a one-man show. It takes a lot of energy, and I suspect **CyberMage** is the last time I'll do as much programming. I'll always do my own writing and design work, but I did a lot more programming on **CyberMage** than I really cared to – after the fact. I'll have a whole crew of really good programmers working for me on the next project.

*What is the next project?*

I feel that I'm ready to come back and tackle once again the huge challenge of creating and bringing a real-life 3D immersive role-playing game to the plate. I've got some wonderful ideas that I'm just starting to be able to flesh out. It'll probably be fall of '97 before you'll see them (but don't hold me to the date).

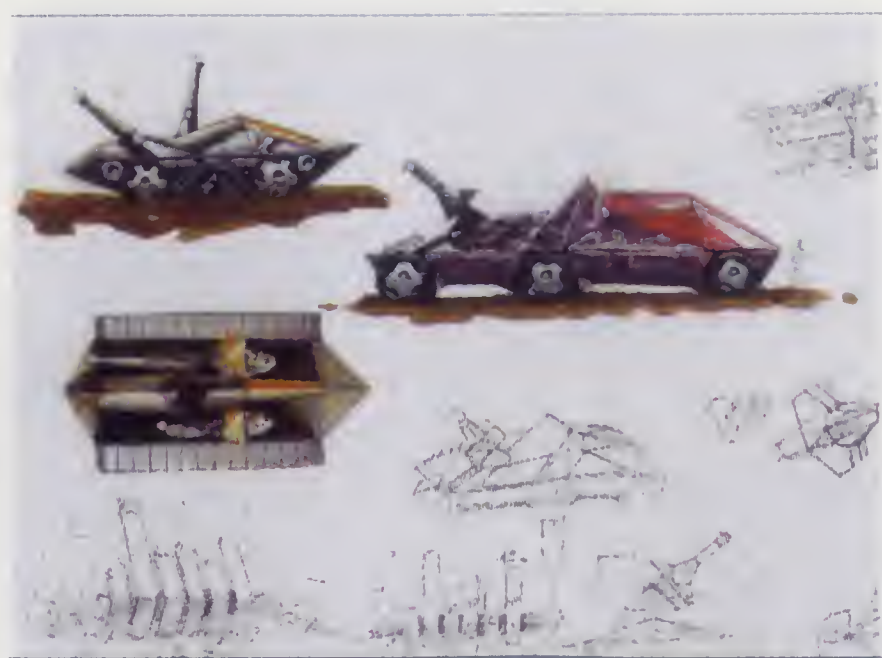
*Crusaders had over two hundred hours of game play.*

You can't do two hundred hours of graphic material in 3D, yet. The cost would be prohibitive. One of the challenges is to develop the tools to bring real-time 3D to role-playing within a feasible budget. The tools are getting better and the technology is getting a lot more spread around, so it becomes more feasible as time goes on. But right now you'd be spending millions of dollars to make a 3D game the length of **Crusaders**.

*My favorite part of Crusaders was the group of intelligent NPCs.*

I'll be honest with you. It's those kind of things that I miss most and I'm dying to get back to. I've done a lot of reading about new AI techniques that I'm anxious to try out. People haven't seen nothing, yet. I intend to write the definitive standard and re-definition of a role-playing game for the computer. It's going to be really, really exciting. The best is yet to come.





## Cyberia 2 and the paper chase

In the hot world of digital 3D art, the computers keep getting faster and cheaper and the tools of the artist more sophisticated. This has led to an explosion of computer art, and most of the practitioners of this new art are working on games or special effects.

Xatrix, developers of the upcoming game **Cyberia 2: Resurrection**, are branching into the world of special effects and film. Their artists use proprietary rendering software to create some amazing 3D art, the likes of which we could only imagine a few years ago. The locations in the game are true 3D models that exist on Xatrix' Silicon Graphics Workstations as 24-bit, high-resolution sets. Their software allows you to do fly-bys in any area as if you were really there.

The game itself is a pre-rendered shooter much like the original, with an interesting 3D section where it looks like the player is sitting over the shoulder of the protagonist. The plot of the game places the player once again in the shoes of Zak, who emerges from a three-year cryo-freeze to find a different world than the one he left. A rebel group pursues Zak and asks him to lead their rebellion against the evil and fascist Free World Alliance, and Zak will have to take on a series of missions in order to infiltrate the FWA headquarters and blow up a weapons factory.

What is really interesting about the graphic design of **Cyberia 2** is that it all starts on paper. You'd think in this high-tech industry that paper, of all things, would be virtually nonexistent. But as you can see here, it's still a vital part of the design process, even down to using watercolors to fill in some of the detail.

But enough talking. Check out the pictures, from sketch to final, and see for yourself. ◆

*The computer game has evolved from a single programmer writing all of the code, drawing the crude graphics and making the various bleeps that passed as sound to full-blown productions that require designers, artists, writers, composers and actors.*

## The Art of Game Design



*In this, the first part of what we hope will be a continuing series, we'll look at the art of Cyberia 2, Brenda Garino chats with award-winning author Terry Brooks about the game version of his novel Shannara and Steve Bauman chats with actor Brent Spiner about Chronomaster.*



## The power of the written word

In an age when gamers are screaming, "Yeah, nice graphics, but where's the damn story?" Legend Entertainment continues to answer.

With overkill.

In 1994, they hooked up with Margaret Weis of **Dragonlance** fame to produce **Death Gate**. This year, they succeeded in capturing no less than the genre's grandmaster himself, Terry Brooks.

Author of **The Sword of Shannara** series, Brooks was the first fiction writer—not to mention the first fantasy writer—to crack *The New York Times* tradeback best-seller list. His books have sold over 16 million copies worldwide, and fans of the series are too numerous to count.

As if that weren't enough to sell a game, Legend put two of its award-winning designers, Lori and Corey Cole, on the project and gave them reign to create a gaming world and epic story within **Shannara's** Four Lands. Add to that the SVGA eye candy, digitized voices, music and effects, and Legend may just live up to its corporate name with **Shannara**.

*Shannara's coming to computers, a new medium for all the characters the fans love. What's it all about, and why did you decide on Legend?*

Well, it's a fairly sophisticated role playing and adventure game, a combination of the two. It's strictly CD-ROM because of the complexity of the graphics involved. You'll have to watch me on this, because this is not my field. I have to choose my words carefully, because I don't know what I'm talking about as well as my 12-year old does. [Laughs] Anyway, Legend became connected with Ballantine



Books recently and agreed to do a number of joint projects. The first project they wanted to do was make a **Shannara** computer game. So, they made a pitch to do this. I had received a number of suggestions, and I was very impressed with what *Legend* had to say. And, the company has a real good track record and reputation. The people who run the company are readers, too, which, of course, always impresses those of us who are in the writing field. They had read my books and were very familiar with them and were able to discuss them intelligently.

*How did the "pitch" go?*

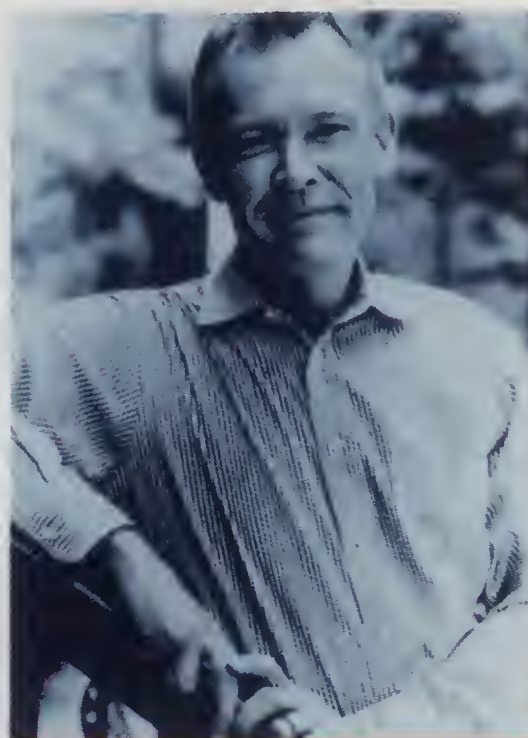
They brought in Lori and Corey Cole for the conference, and they had a whole script worked up of how their story would develop. It was about a 20-page treatment. They were the ones who came in with the idea and set up the pitch. You know, the thing that I liked about these people, Brenda, is that a lot of people that you deal with in the business are not very sophisticated about what they're doing. They don't make a good presentation. They just sort of know it, but they can't say it. This isn't true for these people. Both the Coles and the *Legend* people are very well spoken. And, like it or not, that's my background. I was an attorney, and I was an English major. I like people who can talk and put sentences together completely and who can express ideas. I was very impressed with the way they did that, and I thought that some of that would carry over into what they did with the game. So, I said, "OK, let's do it."

*How have you been involved in it? Sort of an overseer helping to define the story?*

Yeah. You know, my position on this sort of thing is, "I am a book writer," and I can turn my computer on and get it to do some basic stuff, and that's it. So, it's not my position to tell them how to do this. But, what I really wanted to make sure of was that they were going to keep to the basic tenets of the storyline of the **Shannara** series, that they weren't going to throw something in there that was completely out of tone or character with the stories, and that whatever they did, they did not adapt a story that was either in existence or that I was going to write and turn that into the game.

*And they presented something, I assume, that fit very well with you.*

What they [Lori and Corey Cole] did was develop a slot of time. Because these are generational stories, they found a slot of time in the stories where there wasn't any story about a particular generation and said, "All right, we'll set our story here." And then, they showed me what they were going to do, and it was... there were two things they did. One is that they kept to the basic tenor of the story. They didn't go into any new or different or objectionable kinds of things. Secondly, I thought they captured very well the thematic structure of the story and carried that over into the game so that when you're playing the game, you're pretty much sticking to what works in the story, the book stories as well. So, those two things I thought were important, and they succeeded in doing a very good job in that. I said, "This is fine, go with it."



*Is the game almost going to be a new chapter in the Shannara series? A chapter readers have never read? Filling in a gap?*

Yeah, it is kind of like that. That's a good way of putting it. Between the first and second books, *Sword* and *Elfstones*, there's a generation of Ohmsfords that there's no particular discussion about, and I had no intention to go back and write about it. So, they thought this would be an interesting area to develop, and it would be close enough to *The Sword of Shannara* so that they could use what everybody knows about it as the basis for the storyline.

*People tend to say the book is better than the movie. Was it hard to have your books translated to a computer theme? Were there any times that you thought, "Oh, no, that's not how I pictured it" or "That's the way I always saw it"?*

You know, there aren't. This is good. What I have seen so far has all been very positive. I haven't seen anything that's made me rear back and say, "Oh my God!" But, I've had a lot of lessons getting to this point, so that's probably helped. I've worked with movie people before, and I've been beaten up badly. So, it prepares you to be beaten up again, and it also prepares you to safeguard yourself.

I've learned enough from those experiences that I wasn't expecting any real surprises on this. As far as artwork goes, I get the same question asked a great deal about the covers of the books. "Are these really your characters?" I always say the same thing. It's not my rendering of the characters. That is the artist's rendering, and you have to let the artist have some latitude on this. Everybody has their own vision about how these things work, and you can't just charge in there and take over. It's not smart for you to do that anyway. The whole idea in producing something like this is to give it over. If it's a book, give it over to the reader. If it's a game, give it over to the game player. Then, let them have a good time with it. Let them envision it the way they think it ought to be and develop it the way it ought to be and find the nooks and crannies and tricks and not just spell it all out for them...

*Because that way, the artist, the designer, loses part of their creativity...*

Well they do. I mean, this is what movies do. If you go to the movies, you sit there. It's a passive experience. You don't put anything into it. It just happens to you. But, that's not true with gaming, and it's not true with books. That's what makes them, I think, a superior kind of enjoyment. A superior experience. You have to put something back into it, and that's always more interesting.

*Suppose you popped yourself into the world you created. What character would you play there?*

Ah hah. I'd probably be one of the Ohmsfords. I'd probably be tending bar or waiting on tables at one of the inns trying to avoid getting in trouble... but not succeeding.

## The Actors: An Interview with Brent Spiner of Chronomaster

Since *Capstone's*

**Chronomaster** is one of their Triple A titles of 1995, they felt they needed to get the finest voice talent for the various characters that they could manage. For the main character of Korda they hired Ron



Perlman, best known as the Beast in TV's *Beauty and the Beast*. The role of the sassy computer was handed to Lolita Davidovich, who has been seen as stripper Blaze Starr in the movie *Blaze*, alongside Paul Newman.

**Chronomaster** is a science-fiction game with a story by the award-winning author Roger Zelazny, so *Capstone* ideally wanted someone with name recognition for sci-fi fans. For the role of Milo, the bad-guy (or maybe not), they landed Brent Spiner, Commander Data from *Star Trek: The Next Generation*.

Spiner was yet another actor working the the-



ater and TV circuit when he landed a role that actors can only dream of — one of the lead characters in *Star Trek: The Next Generation*. As Data, the first android to serve in Starfleet, Spiner ended up making him the most interesting character on the show. His constant quest for the human elements that, as an android, he could not experience was a challenging role that, in lesser hands, could have been incredibly dull. To Spiner's credit, as well as the various writers on the show, Data is a great character. Spiner's role in the first *Next Generation* movie, *Star Trek: Generations*, reveals that he has a broad range too, as Data experiences emotions after a chip implant. Data (as well as the Borg) will be back in the next *Star Trek* movie in 1996.

*Have you done a lot of voice-over work in the past?*

Not too much. I've done some work on the animated series *Gargoyles* and I did a *Star Trek* game [*Spectrum HoloByte's Next Generation* adventure game].

*How do you like voice-over work?*

I like it a lot. It's less demanding than regular acting. Acting is too much work. You've got to get up early, get into costume, sit around for hours, shoot your thirty seconds of film, sit around some more. It's quite boring.

*Whenever you read an interview with an actor appearing in a live-action game, the interviewer always asks this question: "What's it like to work in front of a blue-screen? Is it different then acting with another human?" What's your response to that question?*

continued on page 183



## Destiny

### Interactive Magic's upcoming strategy game

**W**hat would any self respecting game designer say if asked by none other than "Wild Bill" Stealey if they could design a "Civilization-Style Game"? After all, **Civilization** is one of the classic strategy games. This was the prospect presented to me, and of course I said YES.

As a starting point, I conducted a poll among as many of my friends and acquaintances as I could, to find out what they really liked about **Civ**. What I found was that they all liked it for different reasons. This only goes to show that part of what makes a classic game is its ability to appeal to lots of different people. So much for opinion polls!

Back to the basics then. Design a strategy game that traces the development of mankind from early primitive beginnings to the present day, while giving the player as much control over their fate as possible. To make the game more enjoyable, **Destiny** contains an easy-to-use interface and a 3D option that allows players to actually walk on the ground as they explore new territories.

The game concept places the player as the governmental/religious leader of their "tribe." Players must make all the decisions which will affect the well-being and progress of their people. When playing the full campaign game, this will take them from Chieftain of a single Hunter/Gatherer Tribe in the Stone Age, to President of a large nation in the Space Age.

The object of the game is to discover more scientific advances than your opponents. These vary, depending on the type of game you are playing. There are several options, which allow the player to play anything from a small mini-scenario covering a limited period of time to the complete campaign, which covers the Stone Age to the Space Age. The discoveries in the game cover all aspects of mankind's progress from obvious major breakthroughs like bronze or iron, to less obvious but still necessary ones like formalised dancing, or the shaduf.

The victory conditions allow a player to win by taking different approaches to the game. There are two basic Victory options: Military and Scientific. Under the Military option, the game ends when only one tribe is left. Under the Scientific option, the game ends when any tribe achieves the scientific discovery goals required by the chosen scenario.

Using the Scientific option, the player does not necessarily win by exterminating his opponents, although Conquest may help. In order to win, your tribe must be first to reach the scientific discovery goals required by the chosen scenario. A rating system will show you how you did compared to the other tribes if you do not win.

Using the CD for improving the musical content of a game significantly is an area which seems only to have been touched on so far. This seems strange, as music is often the one area of a game the magazine critics agree on, e.g. "there wasn't any," or "it was terrible." With this in mind, **Destiny** includes a specially-composed, full musi-

cal score of professional audio quality, composed and produced by Donald S. Griffin. The musical score actually mirrors the game's theme of progress. When starting as a chieftain, the player will hear "primitive" drum music, which slowly evolves as time passes and becomes "modern" music for gameplay in the Space Age.

I decided that the design should take full advantage of the multi-player game option to add something which is not readily available in a standard one-player-versus-the-computer game. While many games have Diplomacy and Trade in them, the problems of providing an adaptable enough AI and interface system usually means that Diplomacy and Trade are handled poorly, and often take a secondary game role to Conquest. The age-old decision of Guns or Butter nearly always falls heavily on the Guns side. However, using the network to allow the players to talk directly to each other via a chat mode will increase the role of Diplomacy and Trade. While Conquest is not forgotten, it is now placed back in its traditional position as an extension of Diplomacy. To reinforce this shift in emphasis, the game's Scientific victory option means the game is not over just because you wipe out all your current opponents.

Diplomacy Chat mode adds lots of interesting game possibilities. Players can chat to each other about their game options without their messages being seen by any one else (*spy networks will be available*). You can now gang up on your friends, or ally with them without anyone else knowing. Any one who has ever played the board game *Diplomacy* will know the sort of things that can be done with a quick stab in the back at the right time. Those of you who have not, are in for a shock, you never really knew your friends until now!

While the multi-player option will provide great game play, the single player versus multiple computer opponents has not been overlooked. In order to make the AI as flexible as possible, a complete AI system is being written by Dr. Walter Tackett of *Neuromedia Studios* a development house specializing in artificial intelligence systems and adaptive computing for the game industry). This will allow play testing of a wide variety of responses, and produce a range of computer opponent types.



Left: Still shot from the intro sequence

Right: This is what you get when you zoom down from the globe. All the forces, cities and towns can be accessed by clicking on them



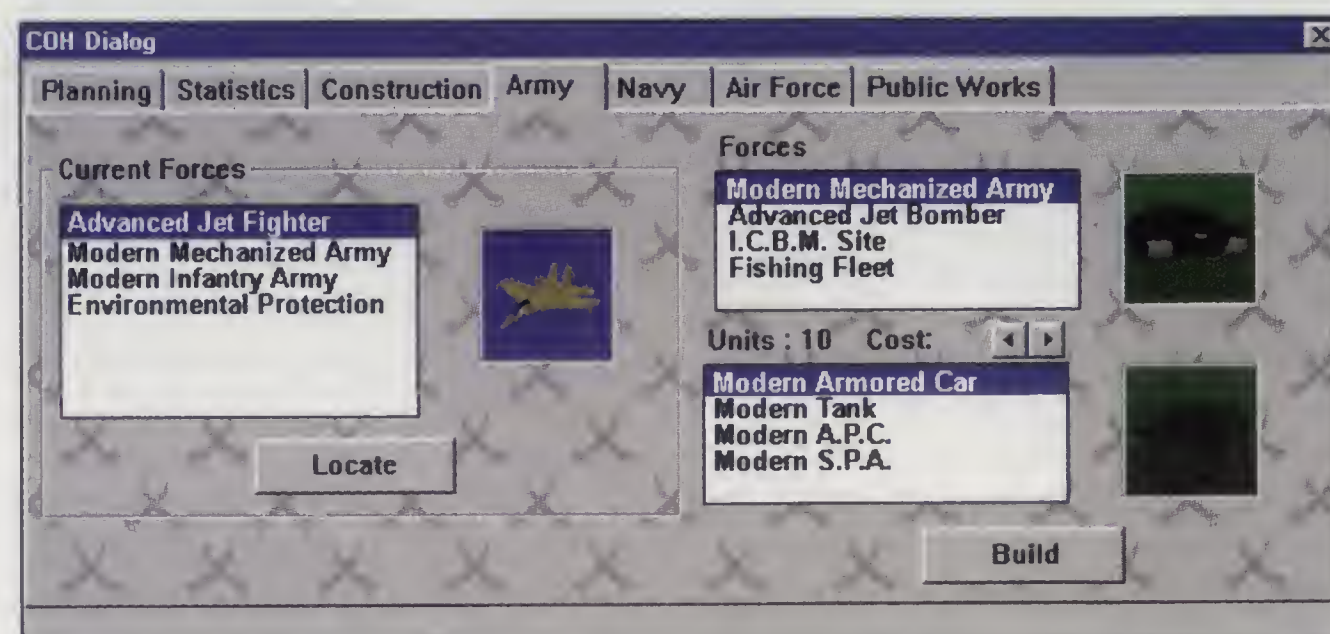
While the use of 3D and real time is not new in games, it is unusual in strategy games. The idea is to place the player directly into the world they are attempting to inhabit, by allowing them to physically move through the landscape as they explore. If they sit and do nothing, the real time aspect means events will continue to happen around them.

Access to 3D information is granted based on the level of difficulty chosen by the player. For example, at the hardest level access to the top-down view maps and the directional compass window will not be available until the tribe has discovered surveying and the compass. This limits the player to seeing what his forces see as they move around (it is surprising how difficult it becomes to plan for the long term when your view of the world is limited to the next range of mountains, or the distance your ships can safely sail away from land!). In the easiest level, players can use the 3D globe and "visually" explore areas without actually sending tribe members there.

In addition to the use of 3D at the strategic level, **Destiny** includes a Battlefield Option. Instead of accepting a computed battle result, the player(s) can opt to fight out the battle on a 3D battlefield. All the Strategic forces are made up of Units, either by set defaults or by the player selecting the units his forces will contain. When a battle is played, these units appear on the battlefield and may be moved around, given orders to fire, retreat, etc.

I hope that **Destiny** is the kind of game strategy gamers have been waiting for. With the ability to explore and battle in a 3D-generated terrain, communicate with friends and/or plot behind their backs, we believe **Destiny** will provide hours and hours of fun for strategy gamers of all levels of experience.

Adrian Earle



This is another section from with the COH view. This one allows the player to see what forces he already has and to build new ones



"I just escaped two poachers,  
brought down a wildebeest, and  
kept a pack of hyenas at bay...  
*all before lunch!*"

Here's a game you can  
really sink your teeth into.

# LION™

**You are "the King of Beasts,"** in this incredible wildlife simulation. Experience the thrill of the hunt! Sniff out prey. Attack the stray buffalo. Pounce on gazelles. Feast on zebras. Life is good when you're King... or is it? Poachers and predators abound. Food and water are scarce. It's 'Survival of the Fittest' in the brutal wilderness of the African Serengeti.

**Rule the savage plains.** Play 20 different lions, each with a distinct personality, talent and kill rating. Complete 20 mission-based scenarios which contain exciting, realistic, and deadly challenges. Play as a single nomad or control a pride of 5 lions as you go for the kill. Radar-style maps locate 11 varieties of prey. Take a mate and raise your cubs into the fiercest pride on the savanna.

**Hone your killer instincts.** Master the skills of survival. Choose from 5 difficulty levels in the free-form simulation, then dominate the vast terrain. Fast, fluid 3-D graphics and dynamic sounds create the ultimate simulation. Experience the ferocious power of Lion today! Where else can you be rewarded for your animal behavior?

Visit us on-line @ <http://www.sanctuary.com>  
and find out how you can get a demo of LION.



Available for PC  
DOS/Windows or  
Macintosh CD-ROM



**SANCTUARY  
WOODS®**



Reader Service No. 131



# IT'S HARD TO HEAR THE OVER THE ROAR OF



Experience the raw sensation of performance driving in 8 of the world's top sports cars. Each with the precise physics models based on performance stats from the experts at Road & Track.®



The simulation is powered by an advanced 3D engine of our own (with very fast frame rates) for asphalt-melting modem play.



It's all dressed in a jaw-dropping look (hot texture mapping and polygon count) that rivals the cars themselves.



# THE VOICE OF REASON A 450 H.P. ENGINE.



The instant replay option (with multiple camera angles) lets you relive your best moves and most monumental crashes.

Add 6 tracks (like coast, mountains, closed circuits) and suddenly you're in car heaven. You know how it is. Or maybe you don't.

Reader Service No. 44

The Electronic Arts Studio logo and The Need for Speed are trademarks of Electronic Arts. ROAD & TRACK is a registered trademark of Hachette Filipacchi Magazines, Inc., used under license by Electronic Arts. All rights reserved. Actual screens may vary.





# Stonekeep

## The pride and the glory

It all began in 1988 when a full-screen computer rendering of a 3D dungeon was produced at *Interplay*. A production team, headed by Michael Quarles, was put together in 1990. By January, 1992, a test dungeon was completed using *Strata Vision*. *Die Quest*, a video capturing and compression board was used to add live-actor film effects.

In January 1993, a public showing of a demo at CES excited the press and a Christmas '93 release was announced. When it was discovered that new live-actor videos didn't match the 3D environment (too grainy and cartoony) new videos were re-shot with new BetaCams and the release date was moved to Christmas '94. That date was abandoned while the floppy version was converted to CD-ROM. The additional filming, animations, speech, sound effects and music needed months more to create and integrate.

Finally, on July 25th, 1995 the first three levels were pressed on CD and now there's an abundance of pride at *Interplay*. Everyone is beaming because **Stonekeep** not only has a final release date (November 8th), but has even exceeded CEO Brian Fargo's original vision.

Every member of the production team bursts with pride when they talk about what they did to make the game so special. All the sound effects were especially created for the game. One effect (a flying spell) combines several sounds, including a cat's meow (played backwards).

Each object in the game thrown or placed has a different sound, according to its weight, material, and distance from the thrower.

Every monster has individuality. Some will fight with drawn weapons. Others will throw things. Some will back away, leading you into an



The mirror screen (showing your party) and the scrolling inventory screen open

ambush. Sometimes a monster will break away and go around the corner and come back invigorated (it gets a healing root from a secret panel in the wall).

There is a seamless integration of video clips with the game's 3D environment. The designers point out that other CRPGs may include clips, but it's obvious that the clips are separate from the game; not so in **Stonekeep**.

The game plays at the same frame rate (12) no matter the speed of your computer (a 486/33 or better is recommended). The 90 minutes of music has been re-written for each major sound card.

The skeleton in the old demo (an actor with a skeleton strapped to him) has been remodeled and re-animated because the animator didn't think it looked as good as it could.

Brian Fargo says that the impetus behind producing **Stonekeep** was to get back to *Interplay's* roots. The company began as makers of milestone CRPGs (**Bard's Tale**, **Wasteland**, etc.) and he wanted the company to be in the role-

playing forefront once again.

His original vision of **Stonekeep** was as a role-playing game with the most realistic looking atmosphere and monsters yet. He wanted it full-screen, with no buttons or icons, so the player would have no distractions while playing.

Fargo says the CRPG market has been shrinking in recent years, but he thinks it's because the same state-of-the art technologies utilized in puzzle-adventures such as **7th Guest** haven't been applied to the role-playing genre. He thinks **Stonekeep** rectifies that, and should broaden the market.

Even if it doesn't, it will have been worth it. Several new departments had to be created to produce the game, and they have already been utilized for other *Interplay* projects.

To make the game more accessible to new players, the game has been stripped of a character creation system. You control only a single ready-made character, but can add computer-controlled NPCs to your party. The game is intuitive, and requires only a cursory glance at the documentation to play it. The arrow keys are used to move the character through the dungeon. The mouse is used mainly for picking up objects, and for real-time combat.

Every object found in the game can be placed in an unlimited inventory (hundreds of items!). A tabbed diary with automaps keeps statistics on your character and a record of all the items and clues you discover automatically.

Discovery is the operative word in playing the game. There is much to discover, including an imaginative story-line, fully animated monsters, helpful NPCs, secret rooms and a multitude of treasures.

Brian Fargo mentioned that he has become so addicted to playing the game he's been doing so into the wee hours of the morning, sometimes coming in late to work.

Michael Quarles indicated, "I have no doubt. **Stonekeep** will go down in the annals of history as one of the greatest games of all time."

Check out the review next month to see if we think he's right. ♦

Andy Backer



The stone placed that projects a map of your immediate surroundings (including any secret rooms)



THEY RAN THE TWO LARGEST  
SPY AGENCIES IN THE WORLD.

WILLIAM COLBY

**CIA**

FORMER DIRECTOR



OLEG KALUGIN

**KGB**

FORMER MAJOR GENERAL

THIS IS THEIR IDEA OF A GAME.

# SPYCRAFT™

THE GREAT GAME

COMING IN FROM THE COLD THIS WINTER



UNCOVER A WEB OF SPIES  
AT [HTTP://WWW.ACTIVISION.COM](http://www.activision.com)

**ACTIVISION®**

Activision is a registered trademark and Spycraft: The Great Game is a trademark of Activision, Inc. © 1995 Activision, Inc. All rights reserved.



# Gender Wars



*The battle of the sexes gets nasty in SCI's strategic action game*

**W**ith the mass migration of 16-bit console gamers to 32-bit platforms (from PC to PlayStation), you're seeing more and more action-elements creeping into the more traditional genres. A number of strategy games are getting closer and closer to outright action games because of their real-time play; think of **Warcraft** and **Command & Conquer**, for example.

Few games integrate mass carnage and strategy like Bullfrog's seminal **Syndicate**, an isometric action game which requires the player to control up to four agents on various missions, which usually end up in mass destruction. The game is occasionally quite brutal, but there is no denying that it has a trendsetting look, slick interface and incredibly good gameplay.

Similar in look to that game, but certainly not premise, is SCI's upcoming tongue-in-cheek **Gender Wars**, which mixes action, strategy and a sense of humor in a graphically impressive environment. The basic premise is certainly unique. It's the future, and men and women have literally been at war for nearly two centuries. Each gender has control of a city which provides them with military resources, residential areas, and food from agricultural zones.

You control squads on either side of the gender line. You are given a series of missions, which vary from all out attacks to stealth strikes. Your own city will also come under attack from your opponent, forcing you to defend it. The ultimate goal of the game on either side is to capture the opposing leader by locating and attacking the enemy Command sector. The cities themselves are broken down into specific sectors, and each has a specific purpose, such as Military or Residential.

Each assault on a sector is broken down into a series of primary and secondary objectives, where the purpose is to weaken the city gradually. While the secondary objectives are often optional, most players will want to try to complete them to score the maximum amount of mayhem. In keeping with the humorous nature of the game, the mission titles range from the seemingly innocent "Operation Post Male Trauma" to those which could be described as having far more vindictive implications such as "Operation: Explosives are Fun." You will have to complete each mission to advance to the next.

In typical fashion, prior to entering a mission

the player must assemble a squad of soldiers. The squad consists of one squad leader and up to three other soldiers (a droid can replace one of the soldiers if the player so wishes). Each soldier's ability is determined by the number of previous missions they've survived; eventually, some of the soldiers get "promoted" to squad leaders themselves. However, the game will end prematurely if all the squad leaders are killed. The troops have some AI built into them, so should they get attacked when they are not under your control, they will defend themselves.

You can also send members of your squad out to get additional training. If you do so they will be unavailable for a number of missions, but when they return they'll be killing machines. The risk you take in sending out large numbers of troops is that if you somehow manage to get all of your active troops killed, the game will end, because there's no one left to send out to the next mission (or defend your center).

A number of 3D Studio rendered cut scenes set up each of the 32 missions (16 for each sex). Some of the dialogue is delivered by Paul Darrow and Jacqueline Pearce, who may be known to British TV fans as Avon and Servalan from the cult series *Blake's 7*. They deliver a series of point-counterpoint style debates about the sexes which play on the stereotypes we have of each gender. Other cut scenes feature the women putting on their makeup for battle, and the men drinking obscene amounts of beer and passing out.

The locations further play on the stereotypes. The women's areas are well-kept and feature large kitchens, frilly bedrooms, teddy bears and lots of mirrors. The men's region is a mess, with spilled beer everywhere, dirty underwear lying around, lots of pool tables and dart boards, and plenty of half-naked women on the walls. Some of the missions take place outside the buildings; areas with closed-off doors are darkened until you enter, much like the way **X-COM** handles it (and unlike the "where the hell am I?" interior scenes in **Syndicate**).

The graphics of these areas are exceptionally well detailed in SVGA. At any time, you can switch to standard VGA mode to get a close-up of the action. Your troops run around with shields, which protect them up to a point (with an extremely cool *Star Trek* effect when they get hit). The developers are trying to make the environment as interactive as possible, which loosely

translated means you'll be able to blow up nearly everything. Glass shatters, walls crumble and people turn into bloody messes when hit.

When the game is released this holiday season there's a chance that it will generate some controversy. The stereotypes are very broadly drawn (no pun intended), with both men and women serving as the brunt of the jokes. However, some people may not see that the game is intended in good humor and, if they were to only play the game from the male point of view, it would look like the most misogynistic product on the planet.

Which would, of course, be missing the point of the game, which is really to entertain the player with a bit o' mass destruction. One could dismiss the premise and judge the game solely on its merit as a game, and it certainly looks promising in this regard. This might be an excellent party game, where women will play it in order to get back at the boys and vice versa. Will men want to cross-dress and play as the girls? Of course, if it means they can blow things up. Because that's what boys like to do, right?

Steve Bauman



Hide the brewskis, here come the chicks!



The men gang up on a single female soldier (or is that a lone female soldier?)



Mass destruction + mass chaos = fun fun fun



Night missions allow for cool lighting effects



The men get points for mass killing



# In this galaxy, only intelligent life survives.

Choose your species, chart your strategy, forge your destiny... it is time to depart this small world. The survival of an entire species is at stake. Ascendancy™ is your opportunity to explore and settle a galaxy. Using research and resources, you'll design incredible ships, plot fantastic voyages and tempt fate as you explore and do battle in distant star systems. Welcome to a universe of unlimited possibilities.



Manage your resources. Build your future.  
It's the first step to Ascendancy.



Put your diplomatic skills to the test  
against cunning alien species.

## ASCENDANCY™

The galactic strategy game of exploration and encounter.

To Ascend, contact us at <http://www.logicfactory.com>

Reader Service No. 24



THE LOGIC FACTORY



# Battleground: Gettysburg

Talonsoft president *Jim Rose* says a few words about his upcoming Civil War game

My first trip to the little town of Gettysburg, PA will be forever etched in my mind. At first glance, the quiet small town feel makes it seem impossible that such a struggle as the American Civil War battle of the same name could have ever taken place here. As my focus shifted to the terrain in view, I began to imagine the long lines of Confederates charging across the landscape, rebel yell in tow, red battle flags dotting the formations, under heavy Union fire. From that time on I have always wanted to do a game on this great epic battle. The spectacle I envisioned in my mind, and the ability to recreate it remained elusive, except for a full scale re-enactment that may happen once every 5 or 10 years. If I could only bring that feeling to the game arena. Now we have!

TalonSoft will be releasing **Battleground** Volume II with **Battleground: Gettysburg** late this fall, hot on the heels of **Battleground: Ardennes**, the first installment of the series. Building new war games on the **Battleground** engine has become such a pleasure that I get excited just thinking about all the great things we have planned for it in the future!

The **Gettysburg** installment will be the first American Civil war topic covered, with many more to follow. Adapting the **Battleground** engine to the American Civil war was relatively easy, since we planned for 19th century warfare all along. Many aspects of 20th century warfare still have roots in the 19th century. Infantry units still have to take the ground away from the enemy, direct fire weapons, such as tanks, still share the task of direct fire against a target. Cavalry provided the quick strike capability of exploiting holes



Cutler's 2nd Brigade rushes toward Gettysburg on the morning of July 1st, 1863

created in the enemy lines, although the effectiveness of cavalry was reduced as the range and accuracy of the musket increased.

The main component that was added after the turn of the century was indirect fire; the ability to lob artillery shells, guided by an observer, at a target miles away. This component was needed for the **Battleground: Ardennes** volume, but unnecessary for anything involving the 19th century.

Most of the units in the **Battleground** engine fall into either direct fire or indirect fire categories. For the American Civil war installments, the indirect fire category was removed all together. This aspect had a direct impact on how we approached the Artificial Intelligence of the computer player.

In the **Ardennes** volume, attack and defense tactics were much more fluid and dynamic. Battlefield tactics in the 19th century were far more rigid and uniform. Our approach to these conditions were based on a tighter form of command control structure. The structure for **Ardennes** was based on a company level, with the ability to make independent decisions at the local level. Combat decisions during the American Civil War were made at the Army and Corp. level. If we were to going to provide that

same flavor, we would have to base it on the same control structure.

This concept actually afforded us the opportunity to expand on the variable command and control structure that we introduced in **Battleground: Ardennes**. The rigid command structure now lets the user play any part of the army it wishes. If the user wanted to play as a Brigade Commander, he simply indicates that and lets the computer control the rest of the army. If a Corp. Commander is in the realm of desires, the user selects their favorite Corp. and takes command of the flank! These selections can be changed at will!

The **Battleground** engine graphics blend well with the picturesque setting of the Gettysburg countryside. The uniforms of the units add an excellent period touch to the interface. We have managed to capture historical accuracy in **Battleground: Gettysburg** without sacrificing playability and ease of use. I venture to say that this will become the hallmark of TalonSoft products. One thing is for sure, we feel we are blazing a new trail in the historical gaming arena, and look to push the envelope every-time out. But most importantly, "If it's not fun, who cares!"

Jim Rose



Buford's cavalry checks a Rebel assault on Seminary Ridge



Battleview shot of James Archer's Tennesseans reinforcing a Rebel attack



The "Iron Brigade", with John Reynolds commanding, is under heavy pressure from Harry Heth's southern host ('Battleview' mode)



# THE MOST POPULAR SPACE STRATEGY GAME EVER IS NEW FOR 95!

NOW PLAYS  
ON WIN 95!

INTERCOLONY  
TRADING

MONORAIL  
SYSTEMS

IMPROVED AI  
AND MORE!



## OUTPOST®

### BUILD MANKIND'S FUTURE IN SPACE

**A**fter the Earth is destroyed by a catastrophic event, you're responsible for rebuilding civilization on another planet. No pressure. Where you go, and if you survive, is totally up to you. There's a galaxy of possibilities.

**O**utpost puts you in control of the most comprehensive strategy simulation ever developed for the PC. With Version 1.5, you'll get versatile new features. Transport mined ore to the smelter on new Monorail Systems. Establish diplo-



SIERRA®

matic relations with other colonies to conduct InterColony Trading. Utilize Improved Artificial Intelligence to macromanage your colonies with multiple AI managers—everything you need to recreate the old comforts of home.

**B**ased on NASA research in planetary science, robotics, terra-forming, and interstellar spacecraft design, the compelling reality of Outpost will inspire you to make the best decisions for the destiny of mankind. So don't blow it.

SEE YOUR LOCAL SOFTWARE RETAILER OR CALL 1-800-775-7707 TO ORDER DIRECT  
CHECK US OUT ON COMPU SERVE, AOL, OR LOG ON TO OUR WEB SITE AT <http://www.sierra.com>

Reader Service No. 127

©1995 Sierra On-Line, Inc. ® and/or ™ designate trademarks of, or licensed to Sierra On-Line, Inc. All rights reserved.



# Hexen - Beyond Heretic

## Raven Software re-enters a crowded genre

When **DOOM** first appeared on the computer gaming scene, it was in a class all by itself. Its fast, furious 3-D action and evocative atmosphere, not to mention its multi-player DeathMatch capacity, was light years ahead of the competition on the PC. Well over a year after its initial release, the **DOOM** legacy lives on: the clones just keep on coming. To say that **DOOM** changed the face of the PC gaming world is a profound understatement.

However, at this point even the most fanatical fan of the first-person 3-D game engine has to be a little exhausted. When it comes to **DOOM** clones, the proverbial dead horse has not only been beaten, it's been reduced to hamburger. So if the thought of yet another first-person shooter makes you feel a little ill, it's not at all surprising.

To make matters worse, many clones lack novelty and depth, often taking a big step back from **DOOM** rather than improving on the technology and game play that made it such a seminal title. That's why **Hexen - Beyond Heretic** is a refreshing change of pace. It uses the same core technology that made **DOOM** great, but continues to refine and improve on it. **Hexen** will be familiar to anyone who has played **Heretic**, but not so familiar it becomes a bore.

When **DOOM II** was released it offered more of the same action found in the original **DOOM**. Sure, there was a new weapon and a few extra bad guys, but beyond that there was nothing we hadn't seen before. **Hexen**, on the other hand, takes significant strides beyond its precursors, making several key changes to game play.

The original **Heretic** added several extras to the **DOOM** engine, like flight, wind and water currents, and the ability to look up and down. **Hexen's** changes aren't so much grounded in the game engine as in the game-play itself. However, the engine has not been left completely alone: advanced use of scripting allows a greater range of environmental effects than gamers might expect. For example, in one level you'll get a nasty surprise when an earthquake rocks the bridge you're standing on. The screen shakes, the sound-track roars, pieces fall from the bridge, and you'll be lucky to get out alive.

**Hexen** also allows your character to jump, adding another option to consider when you're traversing a bumpy level. And falling from great distances is no longer a laughing matter. If you plummet too far in **Hexen** you'll be killed: a rude awakening for those accustomed to the durable heroes of the past!

Instead of proceeding from level to level in a purely linear fashion, **Hexen** uses a series of central cores or hubs, each of which has doors to several sub-levels. You need to travel to these sub-levels in order to perform tasks which will help you proceed to the next hub.



The fighter's super-weapon in action

For example, one hub will feature a huge, broken clock. You'll need to travel to each sub-level and retrieve a gear for the clock, then return to the central hub and put the gear in its proper place. The effect of this new structure is to add a little realism to the game (i.e. you can actually revisit certain areas), and break up the level-to-level monotony of **Hexen's** predecessors.

At the beginning of the game, you get to choose between three different characters. The fighter, mage and priest all get to use different weapons and abilities: the mage, for example, is slow and clumsy, but has good distance-attack weapons. He can't jump very well, and therefore won't be able to reach those high ledges the fighter can easily attain. The fighter is fast and agile, with better armor capacity, but his weapons emphasize dangerous close-in fighting.

Each character can find a variety of weapons, including a super-weapon which is broken into three pieces. When all the pieces are recovered, the weapon will be usable. Furthermore, certain artifacts will perform differently in the hands of different characters.

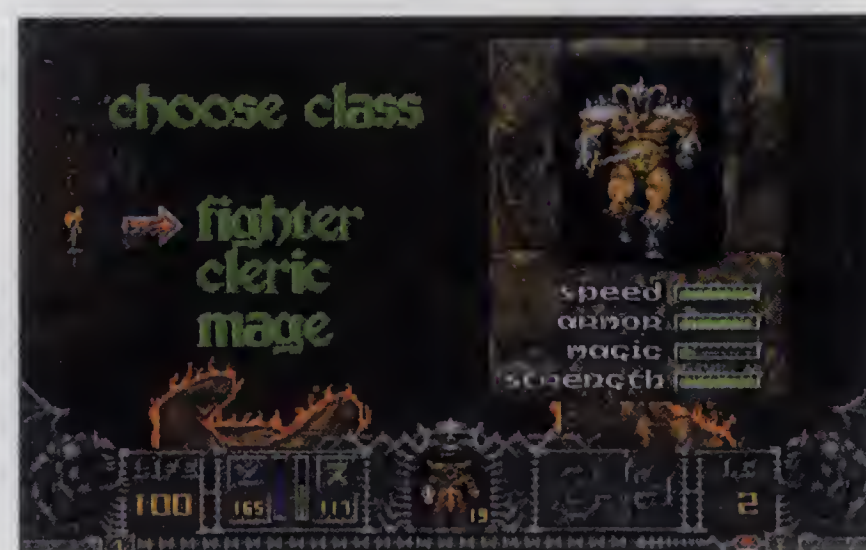
Finally, it's important to note that **Hexen** doesn't recycle old **Heretic** graphics, sounds, weapons, or monsters. In other words, you won't get bored seeing that same old stuff you saw the last time around.

If **Hexen** lives up to its promise, it will be a 3-D action game which re-sparks many players' interest in an extremely crowded and currently over-marketed genre.

Joe Grant Bell



The mage prepares an icy greeting



Choose your character class



Aren't you happy to see me?



# TAKE AN ACTIVE ROLE IN FOREIGN POLICY.



Quit moaning about how the government handles world crises, and do something about it. Strap yourself into the world's most ugly airborne assault vehicle, the A-10 Warthog. A-10 Attack! is a real-life, real-time flight simulator for the Apple Macintosh. Take on the best that modern day warfare can throw at you, and take control of your country's destiny immediately.



Features include an advanced physics model that accurately simulates aerodynamic behaviour and rigid body motion, over 20 different weapons systems, moving control

surfaces and visible ordnance, more than 40,000 square miles of treacherous terrain in Germany with waterfalls, dams & canyons, an instrumented cockpit where you can push buttons and flick switches, and a tactical mission planning map that puts you right in the middle of the action.

The Virtual Battlefield Environment plug-in architecture – the first of its kind – allows you to take control of aircraft, tanks, warships and many other fine tools of mass destruction.

Once you've proven yourself in Germany, a new challenge awaits your heroic squadron of veteran pilots in the Islands of the Caribbean Sea. Outpost Cuba: Missions at Guantanamo Bay, is the first mission disk for A-10 Attack! and will be available in December '95.

Do you like to skim tree tops, pepper tanks with a big gun, and transform MiG's into piles of smokin' garbage? Then this game is for you! Pick up A-10 Attack!, from the developer of *Hellcats over the Pacific*, through retail and mail order outlets everywhere.



## ParSoft International

101 W. Renner Road, Ste. 430 • Richardson, TX 75082 • Tel: 214 479 0937 • Fax: 214 479 0853



# IndyCar Racing II

*IndyCar Racing was a classic... IndyCar II is better*

I hate NASCAR Racing. Not Papyrus' game **NASCAR Racing**, mind you, but the real thing. Papyrus' game was an excellent simulation of a boring racing series. Sure, the racing is "close" and everyone always seems to have a chance of winning, but stock cars are boring. Watching those 3500 pound carbureted sloths slip-slide their way around a track in single file is not auto racing – it's rush hour on an L.A. freeway.

IndyCar Racing, on the other hand, is the real deal. It's the best racing in the world, as long as Formula One remains the dull, no-passing series it's been since Senna started to rule the world. In IndyCar, the cars are blazingly fast, the technology is near the bleeding edge, the drivers are superb, and the series is incredibly competitive.

Which is what makes Papyrus' upcoming **IndyCar Racing II** the best news for computer racers since, well, **IndyCar Racing**. **IndyCar II** takes all of what was good in **NASCAR**, like the SVGA graphics, improved AI, etc., and does away with the sleds, replacing them with the rocket ships we call Indy cars.

The most obvious improvement in the design is the addition of the SVGA graphics. Of course, they just make the game look 100% better, but more importantly they improve the simulation by giving you better vision on the track. The game is considerably easier when you can see the upcoming turn clearly at a greater distance away. It's easier to pick out braking points and should make for better times, as long as you keep the frame-rate high enough so it doesn't affect the response.

Also coming over from **NASCAR** are the improved collisions. In **NASCAR** hoods crumpled and pieces fell off. Indy cars are a bit more fragile, and tend to fly apart with any contact, so this change should make for some spectacularly destructive accidents (and even more fun for those of us who like to drive the wrong way on the track in indestructible mode).

Also promised, though not in place for our



build of the game, is improved AI and new digital sound effects (16-bit and stereo are supported). A new arcade mode is available for those people who for God knows what reason drive these things from a third-person view of the car (which kind of ruins the 3D effect that games have evolved to).

The pre-alpha beta we're currently testing is far from complete (only four of the 15 planned tracks, no crashes), but the car model feels better. I hadn't played the first game for a while, but **IndyCar II** feels slightly easier than the sadistically-hard original. While certain aspects of the car model in the original are dead-on, it is sometimes extremely difficult to go in a straight line. That seems to be improved; but it could also just be that driving an Indy car is easier than tossing around a stock car.

If you already own the first **IndyCar** you're probably wondering whether or not this new version is worth it. Unless you're going to get it for its multi-player readiness, it depends on your machine. If you have a Pentium 90 or higher, the SVGA mode makes a huge difference, and the potential support of 3D cards in the Windows 95 version is certainly attractive (the PC version will come with both the DOS and Windows 95 version on it). Macintosh owners will be in for a treat as well, as a native PowerMac version is also in the works.

Whether or not this game will have the impact of the original **IndyCar** remains to be seen. It's not the quantum leap in quality its predecessor was, just an incrementally improved version. But we are talking about an improved version of a classic, which means it should be pretty damn good. Will it be enough to make it competitive with Spectrum HoloByte's upcoming sequel **World Circuit** sequel **Grand Prix 2**? We shall see this holiday season...

Steve Bauman





# F-16 FLCS™

## L I M I T E D E D I T I O N

From its massive steel and aluminum base to the glass-filled nylon handle, the F-16 FLCS Limited Edition is a controller of a higher order. A limited run of only 5000, each unit is serialized and accompanied by a certificate of authenticity signed by Maj. Gen. Joe H. Engle (Ret), Lt. Col. Robert L. Shaw (Ret) and Capt. Buzz Hoffman (Ret). Other features include: aluminum reinforced nylon shaft, zinc gimbal mechanism with delrin bushings, highly resistant springs, brass and nickel hardware and the extensive versatility and programmability you get with the award-winning F-16 FLCS.

For a limited time only. Order direct from ThrustMaster for \$499.95. Experience flying with no compromises.

Serial numbers will be issued on a first come, first serve basis referenced when the order is received by ThrustMaster.

**OTHER AUTHENTIC FLIGHT  
CONTROLLERS BY THRUSTMASTER®**



**F-16 TQS™**



**RCS®**

Reader Service No. 146

**THRUSTMASTER®**

10150 S.W. Nimbus Avenue  
Portland, OR. 97223-4337

Phone (503)639-3200

Fax (503)620-8094

<http://www.thrustmaster.com>



# Advanced Civilization

The popular board game arrives intact on your computer

**A**valon Hill has been the subject of much gossip lately. The biggest news in recent months has concerned their relationship with **Atomic Games**. As we write this, **Atomic's D-Day: America Invades** has just shipped, and **Beyond Squad Leader** has just died. There has also been talk of the company being up for sale. But now the focus is returning to where it belongs: the games. **Wooden Ships & Iron Men** is sailing out of the sunrise, and **Advanced Civilization** has just gone beta.

**Advanced Civ** is played on a map of the Mediterranean basin, with various territories marked out (see screenshot). Each territory is capable of supporting a specific number of "tokens" (representing your people). Players (a minimum of three, max of 8) begin by choosing a civilization to play (there are subtle differences between them) and placing a token on one of that civ's starting territories.

Each turn starts with growth—an increase in the number of tokens on the board—after which tokens can be moved into adjacent territories. After movement, you can build tokens into cities if a territory meets certain conditions. "Conflict resolution" occurs if tokens from opposing sides occupy the same territory, and the territory can't support them all. This eliminates alternating tokens from each player until the total remaining is equal to the max number that territory can support. At the end of this phase any tokens that exceed the support capacity of a territory are removed.

A vital aspect of **Advanced Civilization** is that each player has a set number of tokens. These can exist in three places: on the map, in the stock, or in the treasury. Growth moves tokens from the stock to the map. Taxes move them from the stock to the treasury. There are relationships between these groups of tokens and what is happening on the map. For instance, at the end of the movement phase, a player needs two tokens on the map to support each

city, or else he'll have to eliminate cities until this balance is achieved. Likewise, at the end of a turn, he must have two tokens in stock for each city. If he doesn't, cities will undergo a tax revolt and become the property of another player.

You'll have to continually manipulate your tokens so as to maintain these conditions.

After movement, each player draws one "goods" card for each city owned. These cards are eventually traded in to buy the tools of civilization (which give players various bonuses, as well as victory points). Before that happens, players engage in trading in an attempt to build sets of like cards (cards are worth much more in sets). Trading follows a rigid structure and encourages bluffing. There are certain calamity cards (representing earthquakes, famine, barbarian hordes, and other fun things to spice up your day) mixed in the goods deck. At the end of trading, whoever is holding these cards has the calamity inflicted on his civilization. The trick is to bluff someone into trading for that card.

Although **Advanced Civilization** offers multi-player options (email or hot-seat) one big question is how well they'll design the AI. Trading in a game really focuses the spotlight on the AI. How many of us have tried, for example, a public domain rip-off of **Monopoly** and found that the computer opponents will never make a reasonable trade? Frustrating, no? **Avalon Hill** promises an AI that will remember when you screwed them, and treat you accordingly. On the other hand, if you treat them honestly they should reply in kind (unless they themselves are prone to dishonest dealings). It will be interesting to see how well they pull this off and whether they can give the various AI players that "human" feeling. This single aspect may very well make or break the game.

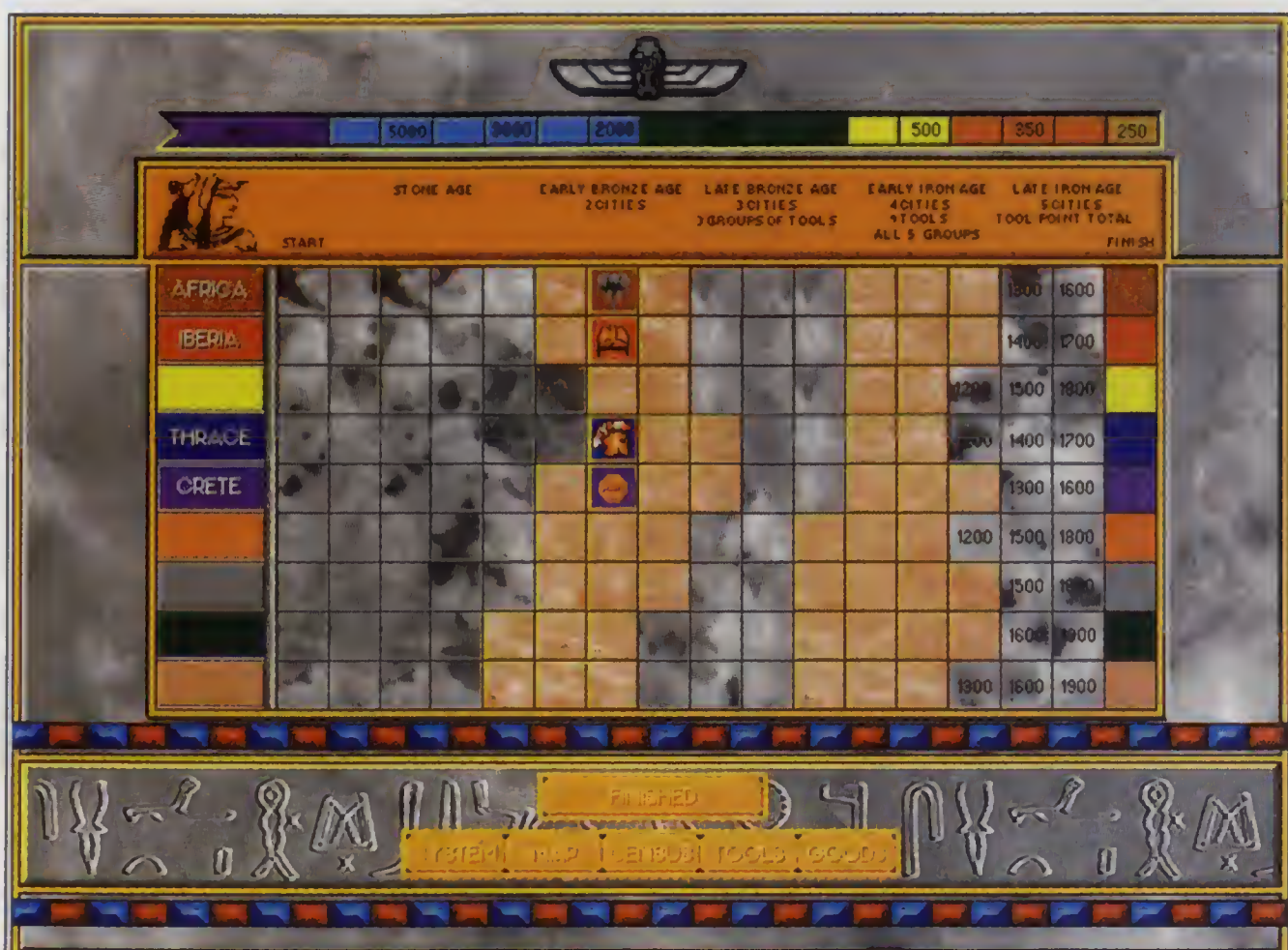


Your civilization will grow and flourish on this map

As a civilization meets certain milestones (a certain number of cities built, a certain set of tools bought) it advances along its evolutionary path, shown as a chart called the Archaeological Succession Table. The game ends when one civilization reaches the late iron age (the end of the table). At this point, whatever civilization has the most victory points (awarded for advancing, buying tools, owning cities, and so forth) wins. For once, we find a game where the fast track to victory is not through eliminating your opponents. Kudos to **Avalon Hill** for finally bringing this about.

**Advanced Civilization** won't be for all gamers. As stated, there isn't a lot of glitz and combat is abstract. Diplomacy, in the form of trading, is extremely important. I'll admit to not being familiar with the boardgame version, so this is all new to me, but the design seems excellent. The checks and balances caused by the fixed number of tokens, coupled with the real need to engage in profitable trading (and you'll need some friends in the game world to trade with!) indicates to us that there'll be many hours of serious game playing in this package. **Avalon Hill** tends to go beta fairly late in the development process. The version we played seemed quite complete, and we're told most further work will be devoted to developing the AI. Already, it's quite an interesting product, and the final version should be even better.

Peter Smith



The Archaeological Succession Table tracks players' progress



Each tool provides benefits in several categories



WHATEVER GOD IT IS  
THAT YOU PRAY TO, START ASKING FOR  
A QUICK AND  
PAINLESS  
EXECUTION.

HEXEN

BEYOND EVIL. BEYOND HOPE. BEYOND HERETIC. BEYOND ANY 3D GAME EVER CREATED.



Distributed by GT Interactive Software. 1-800-610-GTIS <http://www.gtinteractive.com>

Hexen™ ©1995 Raven Software, Inc. All rights reserved. Created by Raven Software, Inc. Published by id Software, Inc. Distributed by GT Interactive Software Corp. Hexen trademark and logo, character names and distinctive likeness thereof are the exclusive property of Raven Software, Inc. The id Software™ name and logo™ are trademarks of id Software, Inc. GT™ and the GT logo™ are trademarks of GT Interactive Software Corp.



# Fighter Duel

Jaeger's next entry into the simulation marketplace ups the ante on realism



Spitfire Mk 14 getting blown up



Spitfire Mk 1 wing view



An Me 109E disintegrates



View out the back of Spitfire Mk 1

Some rare and gifted flight simulators are a magical experience to fly. They have something undefinable and special about them. It is a magical experience to be in them. Electronic Arts's **Chuck Yeager's Air Combat** and Kesmai's **Air Warrior** have this magic, and are classics. It is a rare flight simulator which so pushes the state of the art you feel you are suddenly – with beating heart and bated breath – in a real airplane for the first time. Jaeger's **Fighter Duel (FD)** is one of these precious, magical gems. In **FD**, you are suddenly there, flying a real World War II fighter. What a treat! This is a preview of **FD**. Let us cover why it is so magical and its shortcomings so far.

In **FD**, in front of you is the best looking SVGA photorealistic Mustang instrument panel you have ever seen. It is comparable to the one in Microsoft's **Flight Simulator 5.1**. The whole panel reaches from one side of the screen to the other. The engine instrument needles jump correctly, like in the real Mustang I flew. A real working World War II artificial horizon instrument greets you. Like its WWII real-world counterpart, it is a rugged black and white color, not the modern blue and black. A working needle and ball instrument asks you to press on the rudder to see if it works (it does). The ball is suspended in a yellowish clear liquid (oil) which has seen plenty of sun-drenched, high altitude flying. Now fire the guns. The whole instrument panel shakes. Look out at the wing. A detailed SVGA wing greets you. How does it fly?

Move the controls at cruising speed. The response depends heavily on the airplane you are flying. The Mustang in-software is so responsive and positive that it is almost jerky in small stick movements. This is true to my actual Mustang flight. The Spitfire Mk 1 is more stiff in response. WWII flight tests I have participated in, and modern Spitfire pilots also confirm that this is accurate. In the Spitfire Mk 1, throw the nose down. The engine correctly cuts out because of negative g! Spin it and the nose correctly oscillates between the horizon and vertical. These are firsts for a WWII flight sim... bravo! Try all seven fighter types (Mustang, Corsair, Hellcat, Spitfire, Me 109, Fw 190 and Zero), 13 total including sub variants. They all fly

differently. The full force flight model is correctly solid feeling, not bouncy like in some other current flight simulators. If you want feel, this is as good as it gets. How about when you look around you?

It too is SVGA. The ocean seems to shimmer below you. Warm, light blue shallows surround the islands. Climb up through pea soup clouds so thick you cannot see your wings. Suddenly, brilliant sunshine and blue sky greet you at the top. This is just like the real instrument flying I do! Nothing else comes close. How is the air combat part?

**FD** has some set situations, with you versus one to eight enemies, and modem play. The arcade mode is really a blast. It is easy to get into and fun to fly. The artificial intelligence of the enemy is very good. However, if you have been playing sharp human opponents on-line it is not difficult. The ace computer opponents, among their list of tricks, work to stay above you, execute hammerhead turns and defensive steep descending spirals among other maneuvers. However, modem play is where **FD** is meant to shine. Still, "seeing what she's got" versus computer opponents is lots of fun. What are the weak areas of **FD**?

First I must state that **FD**'s project manager, Jim Belcher of Philips Media Games, states that **FD** will be an ongoing process; it will be worked on continually. So for anything that needs improvement... it can be done! Is **FD**'s flight model state of the art? The answer is, not yet in some areas. However, it is not bad either. Kesmai's **Air Warrior** and Domark's still public beta **Confirmed Kill** have more features and accuracy as of this writing. Is **FD** still playable? The answer is yes, absolutely, and a lot of fun! While Jaeger works on the flight model before release, let's wait and save the particulars until the review of the final version. Things may improve dramatically in this area.

Suffice it to say that **FD** is so far a very solid, accurate, easy to play and extremely fun flight simulator for all sim player levels. **FD** looks as if it will be a must have for every gamer.

◆ Richard Ordway



Spitfire destroying a Me 109E



Spitfires on the prowl



DO UNTO others AS YOU WOULD HAVE  
THEM DO UNTO YOU. IN THIS CASE, RIP  
OUT THEIR SPINE AND INTERNAL ORGANS.




It is the most intense fighting tournament in the universe. It is now available on the PC. It is an exact replica of the infamous arcade hit. It has special PC encryption "kodes" that unlock debilitating powers. It has digitized sound and music identical to the coin-ops. It has network play capabilities, which means you can go head-to-head or foot-to-face with your ill-fated friends. It is not going to be pretty.



mk3  
for  
the  
pc

ALSO AVAILABLE ON NINTENDO AND SEGA HOME SYSTEMS. GT INTERACTIVE [HTTP://WWW.GTINTERACTIVE.COM](http://www.gtinteractive.com)  
Mortal Kombat 3 © 1995 Midway Manufacturing Company. All Rights Reserved. Used Under License. MORTAL KOMBAT, the DRAGON LOGO, MK3 and all character names are trademarks of Midway Manufacturing Company. Developed by Williams® Entertainment Inc. Williams® is a registered trademark of Williams Electronic Games, Inc. Distributed by GT Interactive Software Corp. GT™ and the GT logo™ are trademarks of GT Interactive Software Corp.


**GT**™  
GT Interactive Software  
16 EAST 40TH ST., NEW YORK, NY 10016  
**Williams**  **MIDWAY.**



# WARNING! SUBSCRIBE IMMEDIATELY!

## SUBSCRIBE TO STRATEGY PLUS NOW AND RECEIVE A FREE GIFT

That's right! Act now and not only will you get *Strategy Plus* delivered free of charge right to your doorstep, but you will receive a free game to boot! Yep, as a subscriber to *Strategy Plus*, you not only receive the best in-depth coverage of PC CD-ROM, Mac and on-line games (at a savings of up to 50% off the newsstand cover price), but you can enjoy some of the best selling software ever released!

**You have been warned! This offer won't last forever, so fill out the subscription form now!**   
When ordering your free game, please indicate your choices in the respective category or from a category of lesser value.

**With a one year subscription you  
can choose from any one of the  
following free games:**

<u>Game</u>	<u>Platform Available</u>
(1) Lost Admiral	CD-ROM
(2) Tegel's Mercenaries	3.5"
(3) Precision Approach	3.5"
(4) Gunship	5.25"
(5) Magic Candle 2	CD-ROM
(6) Railroad Tycoon	3.5"
(7) Conquered Kingdoms	CD-ROM
(8) Dragon Force	3.5 & 5.25"
(10) Simon the Sorcerer	3.5"
(11) Rules of Engagement	5.25"
(12) Dr. Floyd's Desktop Toys	3.5 & 5.25"
(13) Challenge of the five Realms	3.5"
(14) Return of the Phantom	3.5"
(15) Rex Nebular	5.25"
(16) Silent Service II	3.5"
(17) Spellcasting 101	5.25"
(18) MacArthur's War	3.5"
(19) Storm Across Europe	5.25"
(20) ATP	3.5"

**Want to phone in your order? Call (800) 283-3542**

**Want to FAX us your order? Our FAX number is (802) 767-3382**

Shipping and handling: \$6.00

Quantities are limited. This offer is subject to change or cancellation without notice.

**With a two year subscription you  
can choose from any one of the  
following free games:**

<u>Game</u>	<u>Platform Available</u>
(21) Harpoon Classic	CD-ROM
(22) Star Trek Judgement Rites	3.5"
(23) Taskforce 1942	3.5"
(24) World Circuit	3.5"
(25) Battles of Destiny	3.5"
(26) Falcon 3.0	3.5"
(27) Flight Sim Toolkit	3.5"
(28) Jutland	CD-ROM
(29) Warlords	5.25"
(30) Links Pro 386	3.5"
(31) Alone in the Dark	3.5"

**Three year subscription? Choose  
from any one of the following:**

<u>Game</u>	<u>Platform Available</u>
(32) ESPN Sports Shorts	CD-ROM
(33) Under a Killing Moon	CD-ROM
(34) Air Combat Pacific 1942	3.5"
(35) Falcon 3.0 & MiG29Scenario	3.5"

**TAKE  
ADVANTAGE  
OF THIS SPECIAL  
PROMOTION  
NOW!**

As a special bonus current subscribers will receive the CD-Rom for the remainder of their subscription.



# SAVE UP TO 68% OFF THE NEWSSTAND PRICE

RIP OUT.....

## FREE INFORMATION

## FOR STRATEGY PLUS READERS.

Name \_\_\_\_\_

Address \_\_\_\_\_

City \_\_\_\_\_ State \_\_\_\_\_ Zip \_\_\_\_\_

Please send me free information on the following advertisers:

Issue 61 90012

01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17	18	19	20	21
22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42
43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63
64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84
85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100	101	102	103	104	105
106	107	108	109	110	111	112	113	114	115	116	117	118	119	120	121	122	123	124	125	126
127	128	129	130	131	132	133	134	135	136	137	138	139	140	141	142	143	144	145	146	147
148	149	150	151	152	153	154	155	156	157	158	159	160	161	162	163	164	165	166	167	168

RIP OUT.....

		USA	Canada	Foreign
NO CD-ROM	12 issues	[ ] \$29.95	[ ] \$39.95	[ ] \$49.95
	24 issues	[ ] \$54.95	[ ] \$69.95	[ ] \$89.95
	36 issues	[ ] \$79.95	[ ] \$99.95	[ ] \$129.95
WITH CD-ROM	12 issues	[ ] \$49.95	[ ] \$59.95	[ ] \$79.95
	24 issues	[ ] \$89.95	[ ] \$109.95	[ ] \$149.95
	36 issues	[ ] \$129.95	[ ] \$159.95	[ ] \$219.95

☒ **YES!** Please start my subscription to Strategy Plus right away. Date: \_\_\_\_\_

Name \_\_\_\_\_

Signature \_\_\_\_\_

Address \_\_\_\_\_

Telephone \_\_\_\_\_

City \_\_\_\_\_

State \_\_\_\_\_

Country \_\_\_\_\_

Postal Code \_\_\_\_\_

☐ Visa

☐ MasterCard

Card # \_\_\_\_\_

Exp. date \_\_\_\_\_

☐ Please automatically renew my subscription each year. I understand that I will be billed at the lowest available rate and that I may cancel the renewal process at any time.

For my free game I'd like: First Choice: # \_\_\_\_\_ Second Choice: # \_\_\_\_\_ Third Choice: # \_\_\_\_\_


Shipping and handling: \$6.00. Payment or credit card number must be included for order processing to be completed. Payment must be in U.S. Funds. Vermont residents add 5% sales tax. Make checks payable to: Strategy Plus Inc., P.O. Box 21, Hancock, VT 05748. Allow 4-6 weeks for processing.

ISSUE 61

SOURCE 90012



# Advertiser Index

To obtain information from our advertisers,  circle the corresponding numbers on the reader response card on the reverse side.



NO POSTAGE  
NECESSARY  
IF MAILED  
IN THE  
UNITED STATES

**BUSINESS REPLY MAIL**  
FIRST-CLASS MAIL PERMIT NO.1 HANCOCK VT

POSTAGE WILL BE PAID BY ADDRESSEE

## STRATEGY PLUS

P.O. BOX 21

HANCOCK VT 05748-9989



NO POSTAGE  
NECESSARY  
IF MAILED  
IN THE  
UNITED STATES

**BUSINESS REPLY MAIL**  
FIRST-CLASS MAIL PERMIT NO.1 HANCOCK VT

POSTAGE WILL BE PAID BY ADDRESSEE

## STRATEGY PLUS

P.O. BOX 21

HANCOCK VT 05748-9989



Company	Source Code
Axia	1
Access	2
Accolade	3
Activision	4
Advanced Gravis	5
Amtex	6
Apogee	7
Arsenal Publishing	8
Artworx	9
ATI	10
Apple	11
American Laser	12
America Online	13
Atlantis	20
Avalon Hill	21
Aztech	22
Bruce Artwick	23
Broderbund	24
Capstone	25
CH Products	26
CompuServe	27
Copyware	28
Creative Labs	29
Crystal Dynamix	30
Davidson	39
Cyberdreams	40
Domark	41
Dynamix	42
Eduquest	43
Electronic Arts	44
Elpin	45
Empire	46
Epic	47
Formgen	48
Game Blaster	49
GameTek	50
Davidson	51
Dreamworks	52
Fox Interactive	53
GT Interactive	59
GEnie	60
Hitech	61
HPS Simulations	62
Id Software	63
Imagitec	64
Impressions	65
ImagiNation Network	66
Innerprise	67
Interplay	68
Keyboard Command	69
Legend	70
Looking Glass	71
Interactive Magic	72
I-Motion	73
Konami	74
Logitech	80
LucasArts	81
Maximum	82
Maxis	83
Masque	84
Megasoft	85
Megatech	86
Merit	87
Microleague	88
MicroProse	89
Microsoft	90
Mindscape	91
Military Simulations	92
Microforum	93
Miller Associates	94
Mission Studios	95
MPG Net	100
New World	101
NovaLogic	102
Ocean	103
Orchid	104
Origin	105
Papyrus	106
Paramount	107
Prima Publishing	108
Psygnosis	109
Quarter Deck	110
Playmates	111
Pixis	112
Parsoft	113
Phillips	114
Richards Group	119
QQP	120
Quadra	121
Readysoft	122
Real Magic	123
Realism	124
Recreation Software	125
Revell	126
Sierra	127
Sir-Tech	128
Software Sorcery	129
Spectrum HoloByte	130
Sanctuary Woods	131
Sales Curve Int'l	132
SSG	140
SSI	141
Sublogic	142
Take 2 Software	143
Thalion	144
Three-Sixty Pacific	145
Thrustmaster	146
Thunderseat	147
Time Warner	148
Tsunami	149
U.S. Robotics	150
Venus Interactive	151
Viacom	152
U.S. Gold	153
Vivid Simulations	159
Virgin	160
Warner Interactive	161
Talonsoft	162
21st Century	163



## Star Control III

*This sequel doesn't tinker with what made the originals brilliant*

The original **Star Control**, first released by Accolade back in the dark ages of 1990, was so primitive this writer returned the game upon purchase dismissing it as a weak **Space War** clone. I discovered the error of my ways one day at a friend's house. When I finally had a chance to play its "melee mode" against another person the game suddenly made sense — as we sat there blowing the crap out of each other, its simplicity turned out to be a virtue.

**Star Control II** was a whole 'nother beast. It took that brilliantly simple combat engine and grafted on a superb intergalactic adventure and strategy game. One of the things which made it so brilliant was that it combined genres successfully, something relatively few games manage to do. Accolade has finally decided to revisit the **Star Control** world with **Star Control III**, which doesn't really tinker with the original formula so much as bring the technology up to modern standards and add a few new wrinkles of its own. We spent a day looking at the game and talking to one of its designers, Michael Lindner, who filled us in on one of the most widely anticipated games.

The main fiction is a simple little story which serves as a starting point for a number of larger plot elements. It seems that all of the good guys at the end of **Star Control II** formed the *League of Sentient Beings* and have headed off to investigate a disturbance in an uncharted region of the galaxy. After arriving, colonies are developed and that starts up your problems, as you have to deal with the various obnoxious races and decide who to dismiss from the *League* and who's valuable enough to keep. Some of the key plot elements players will get to discover through their investigations include finding out who the precursors actually are, and discovering a new super-race who may be responsible for major galactic devastation.

Like **Star Control II**, the story is integrated into the melee in such a way that you end up visiting races, signing alliances, and in this game setting up new colonies for your allies so they can build technology which they possess — technology you can use to improve your own ships. When you finally meet an enemy, the game becomes one of the most traditionally entertaining arcade games ever (as with the earlier game, the computer can control the combat).

Lindner describes the game thusly: "It's your typical trust and betrayal political intrigue game, where the plot advances based upon which race you choose as allies and enemies. There will often be cases where a race is more of a disadvantage as an ally than as an enemy (because they prove to be too demanding), or that you'll have to form an alliance with a brutal adversary in order for you to gain the balance of power necessary to win the game."

While the story of **Star Control II** is somewhat deterministic (as in, take item A to point B



in order to advance the plot), **Star Control III** is a more various adventure game, featuring a story which develops the characters and races with much greater detail than previously. The goal of the design is to make the trigger events of the stories more independent of each other, thus allowing you to discover things in a number of different orders. Many optional things can be discovered which have no bearing on the main story. Finally, who you choose to align with in order to win the game is not predetermined, so feel free to experiment with various combinations of races. It's up to the player, and should boost replay value.

Further enhancements include new races, each of which has major plot developments structured around them. The mining of planets — which was only OK in **Star Control II** — has been replaced by a much more interesting sounding colony maintenance facility, which allows you to develop colonies for the productions of technology for use building better starships for melee mode.

"It turns out to be a more tightly coupled element of the game, because the colonies exist to support the ship combat," says Lindner. "We've developed an organic colony simulator that's less like a **SimCity** and more like a **Dune 2** or **Warcraft**."

Each colony will then have a particular specialty; certain races are better equipped to produce certain things. This not only allows you to improve your own ship designs, but when you make contact with other colonies it also allows you to borrow their technology and either use their designs in your ship or just build theirs for them.

**Star Control III** does share one large discovery aspect with **Star Control II**: you have to discover artifacts the precursors have left behind and research them. Often this research will lead to improvements for your ships.

The most beloved element in the gameplay, the melee mode, not only allows two players to play at the same keyboard (just like the originals), but in true modern fashion includes modem, direct serial link, and network play. The ship graphics are exceptionally detailed in SVGA, and the scrolling is glass smooth, with smooth scaling when the game switches magnification levels (old time players will know what this means).

One enhancement to the melee mode of the game is the addition of a pseudo-3D mode: "We took the **Star Control II** paradigm," Lindner explained, "where you had a two-dimensional overhead combat engine, and kept that for players who liked it, but we've also added a pseudo-3D mode, where we have 3D ships, so you get a real sense of three-dimensionality. [The game] also introduces some interesting new strategic elements which weren't present in **Star Control II**. So much of what made that game work were the relative advantages and disadvantages of each ship compared to all of the others. What your weaknesses were, what your strength was. That gets



even more complicated when you get this over the shoulder 3D view. Lines of sight are different, and it introduces some new strategies."

It's an odd approach. It's not true 3D — you can't fly above and below the ships. Everything still takes place on a two-dimensional plane, but now the viewpoint's changed. You're at a slight elevation looking down from an angle. It will allow people to search back and forth, but poses a problem for those ships which can move one direction and fire in the other. The designers have also added a padlock view, much like those found in flight simulations, where the computer will automatically change the viewpoint to track the enemy ship. The point of view will always allow you to see the other player.

When approaching the design, Accolade asked gamers what they wanted to see in the game. Unfortunately, there's a big difference between what gamers say they want and what they'll actually buy.

"If we gave them exactly what they wanted, we'd have 1991 technology and probably a really good game which no one else would like," is how Lindner put it.

So how do you make those people happy and also take advantage of new technology? Lindner decided to supplement the SVGA graphics with some interesting new technology.

"We chose to take advantage of CD-ROM and provide some extra content that's appropriate. Our approach to that was not to use 2D paintings of aliens but instead.. use either 3D-rendered characters or.. work with animatronic puppets, [the latter] which we elected to do. We controlled the puppets through software so that we could create a series of registration points so that we can chain together a series of short animations in such a manner to create seamless on-the-fly organic looking animation."

The end result is that you have some bizarre-looking aliens who have been filmed a number of different times, all ending at the same points. Depending on the conversations, the program will be able to call up certain animations which are relevant. For example, if the being is getting angry they may start pounding their, erm, tentacle into their, erm, suction cup, or something like that.

In the end, **Star Control III** is that weird game which actually does what games shouldn't do — mix disparate genres. Take a thoroughly addictive **Space War** game, mix in liberal doses of adventure, diplomacy and politics, and finally add in a smidgeon of strategy and city building and voila, you have, well, something potentially schizophrenic. It shouldn't work; games which mix too many elements usually lack any semblance of cohesion. But it's worked before, in **Star Control II**, and with its fine pedigree, we have confidence that **Star Control III** will be the latest excellent installment in the series.

◆ Steve Bauman





## The Hive

**T**rimark Interactive have been marketing this thing since awhile ago, but believe me, it's still quite cutting edge. In fact it's something a little different, for a change. Picture **Rebel Assault** the way it should've been – i.e. as a playable game – then put it into a variety of pre-rendered landscapes with a multitude of perspectives, and you're beginning to get the idea.

First impressions of *Rainbow America's* baby (they're the ones developing it for Trimark) were, "oh no. Arcade game on rails coming. Watch out!" In other words, fears of more FMV, more static "hot" visuals with little player input. Remember the shoot-'em-up arcade portions of **Cyberia** (*Interplay*)? Intrusive, a bit frustrating, some liked it – half of a good idea. Here's the whole thing.

Meaning, yes – you're often "on rails" as you move through the various gameworlds (fourteen – worlds, not rails! – were visible during the demonstration the company visited upon us). But here, "rails" actually proves to be a good idea. Consider yourself the back-seat gunner in certain scenarios, with your craft guided by a computer auto-pilot. That works, and the game design's been structured around such a premise – for those sections of it which work this way – to make it both plausible and quite playable.

But then again, other sections of **The Hive** are even more amazing than the more simply amazing-looking parts, because suddenly you realize you're in the same level of graphics detail, but now with, say, 360 degrees of

movement. Or you're on foot, heading down a path to meet your next set of opponents, with good variety in control over where you're going.

**The Hive** is difficult to characterize, really – and my personal opinion is that it risks being sold short based on some initial impressions. Sure, it's an arcade game in some ways – but it's got the atmosphere and story of a highly developed, animated adventure. Sure, you find yourself in a One True Way approach to game design (i.e. you have to meet a certain set of designed goals in a certain order to progress) overall – but sections of the game counter that with more randomized play. Consider it a series of cascading and varied combination action and adventure segments, linked together smoothly with both story and combat elements, all presented in top-quality rendered graphics which make the question of whether they're really in "3D" or not irrelevant. Gameplay is challenging, fast and furious, which is what ultimately does count here.

**The Hive** thus proves an interesting mixture that probably goes beyond the boundaries of the formulations reviewers usually use to characterize, describe and assess a new game, and looks to be a potentially ground-breaking approach to certain design, animation and gameworld issues that have remained tough challenges for even the biggest, most resource-rich companies out there. Credit to Trimark and *Rainbow America*, then, for making the effort to pull off an aggressively original game here. ◆

Steve Wartofsky



## Marathon 2: Durandal

**M**ac gamers have a few little secrets they like to keep to themselves. For instance, **Myst** was, for a long time, a Mac-only title. The excellent shareware game **Realmz** is a title which has little chance of ever seeing the light of day in Windows. And then there is **Marathon**. While **DOOM** was becoming all the rage over in PC world, **Marathon** was outclassing it totally in Mac-Land. **Marathon** has a true 3D world, more comprehensive controls, and a much better storyline to it.

Like *id*, Bungie Software has now seen fit to give Mac gamers more of a good thing with **Marathon 2: Durandal**. And like **DOOM 2**, **Marathon 2** is something of an evolutionary step forward. It builds on the same engine and gives us more of everything. The highlights include realistic lighting effects, underwater (and underlava, though not for very long) areas, and a bigger view of your surroundings (**Marathon** had a fairly large on-screen interface, which kept down the size of the actual "viewscreen" but eased the stress on your hardware). Best of all, now BOB is armed! BOB, for those not in the know, stands for Born On Board, and refers to the civilians from the first **Marathon** (which took place on a space ship). In that game they were mere sheep, but now they'll beam down with you, waste some aliens, then beam back out of there, but not before shouting a friendly "We'll see you starside!" It's nice, for once in our virtual lives, to not be the only sucker out here risking his neck.

As in the first game, **Marathon 2** offers a wide selection of playing preferences, so you can get the frame rate vs. graphic and auditory splendor that is right for you. We found the high-res 256 color version ran acceptably with a 75% screen size on an '040 machine (PowerMac users will be able to run high res with millions of colors and four channel sound). This is based on a demo, though. Bungie may very well optimize the speed for the release version. We'll let you know.

◆ Peter Smith



# AWFUL GREEN THINGS



## From Outer Space™

The beautiful green rock brought aboard the spaceship Znutar has grown into an Awful Green Thing and it is multiplying fast! They are trying to corner and devour the crew and unless you act quickly, the spaceship will be lost. Join forces with the crew of Frathms and Snudalians, who are

armed with fire extinguishers, electric fences, gas grenades, and powerful canisters of Zgwortz to defeat the Awful Green Things before it's too late!

Awful Green Things From Outer Space™ is the wonderfully humorous board game by noted designer Steve Jackson, now in a fun-filled CD-ROM format.



PC CD-ROM

Reader Service No. 120

### SALES INFORMATION

4801 Lincoln Road • Albuquerque, NM 87109  
(505) 880-1718

### TECHNICAL INFORMATION

495 Highway 202 • Flemington, NJ 08822  
(908) 788-2799

### WWW ADDRESS

<http://www.nmia.com/~alg/qppage.html>

# QQP

A Subsidiary of American Laser Games, Inc.





## VINCE MAGNOTTA

A veteran police detective operating on the fringes of the law, Detective Vince Magnotta leads the Ripper investigation and spars with Quinlan, the player's character. With a deadly temper and a secretive past, Magnotta becomes a suspect in the Ripper killings.





*Starring*

*Christopher Walken*

*Karen Allen*

*Burgess Meredith*

*John Rhys-Davies*

# RIPPER

*You're next.*



## Wherein I clear out all these Post-It<sup>TM</sup> notes ...

This month we've got some odds and ends to catch up on. The 1995 holiday season looks like it is going to be a fat one for strategy, and to a lesser extent, wargamers, so we need to sweep the place out in anticipation. So, without further ado:

As you probably know by now, Norm Koger is hard at work on **Wargame Construction Set III: Rifles**. The folks who maintain an on-line presence know that Norm did his utmost to support fans of his previous title, **Wargame Construction Set II: TANKS!**. With **Rifles** in the works, Norm has had to put out his last "unofficial" update of **TANKS!**, which you can find on-line. The file-name on CompuServe is TANKS129.ZIP (in the Gamers Forum); I'm sure you can find it on other services or ftp sites as well. A tip of the hat to Norm for going above and beyond the call of duty in supporting this great product.

Next point of business. Have you checked out SSI's **Definitive Wargame Collection**? If you're an old-timer, you've probably played most of these. But if you're just getting into computer gaming it's a good way to start your collection. It includes a dozen games, and while some are clunkers, there's some real gems, too. The aforementioned **WCS II: TANKS!** is in there, as is the classic **Battles of Napoleon**. Worried about your floppies fading? Buy this CD.

It's now official that Avalon Hill/Atomic's **Beyond Squad Leader** is dead. The two companies have decided not to complete this product together. Don't let the rumour mongers fool you. As I understand it, this was a friendly parting of ways concerning this single product only. It doesn't mean Atomic will never do another game for Avalon Hill (although, to the best of my snooping knowledge, there are no current plans).

Needless to say, Atomic didn't put in all this work on the engine just to throw it away. They're going to rework it, re-title it, and release it through someone else. Nothing official as to who, but there're rumblings that its this little company in Redmond, WA owned by some Gates fellow. In the end, this decision may end up being a good thing for all parties involved. Already **Beyond Squad Leader** was being bashed by **Advanced Squad Leader** purists for not being a straight port. With the shackle of that license thrown off, Atomic can now create the game they really wanted to make from the start, and Avalon Hill can possibly create a more "pure" conversion to appease the fans of **ASL**.

I've been playing **Exploration** a lot lately. Thought you may like to exploit a few tricks I've learned along the way. Thanks to Dave Murray at *Interactive Magic* for help on these (no, he isn't a



### Beyond Squad Leader: R.I.P.

designer, just a fellow gamer).

The church in this game is simply infuriating, isn't it? Every time you attack anyone, 1% of the bishops turn against you. Everyone knows the best defense is a strong offense. Everyone but the church, anyway. When I can't afford to attack, I just station an army near an enemy's colony. Any units that leave the colony will attack the army, even expeditions. More often than not, these expeditions will be killed as the army defends itself. In this case, the church doesn't notice.

Now, how about some numbers to help you play better. You'll be excommunicated when only 30% of the bishops are on your side (these numbers are not absolute; there's a bit of play to them). If that happens, you have to get the percentage back up to 50% in order to be reinstated. If you can get it as high as 90%, you'll be blessed. Being blessed or excommunicated inflicts a 30% bonus or penalty on attacks and productivity. Also, everyone will declare war on you if you're excommunicated. For every church you build, you'll get a 1% increase in your church rating. Remember that a church costs 2000 doubloons. Donating 5000 doubloons to the church will get you a 1-3% increase. Think about it next time you want to attack someone.

Effectively, every attack is going to cost you \$5K.

Hey, *Frontal Assaultware's Onslaught* has a new update, to version 1.03! This update addresses (among other things) one of the flaws I found in the game last month: unit density. In the new version you can adjust the starting cash (and thus, number of units) of both sides.

Readers interested in obtaining RAW Entertainment's **Rise in the West** (reviewed last month) should know that the game is only available direct from the company. Contact them at (713) 286-2386. Tell 'em *Strategy Plus* sent ya.

Well, that'll do it for me for this month. Drop me a line and let me know what you're playing, or tell me about those *Empire II* scenarios you've created, or what have you. I'd like to hear what's been occupying your gaming time these days.

 Peter Smith

### List of games included in The Definitive Wargame Collection

<b>Conquest of Japan</b>	<i>Impressions</i>
<b>D-Day: The Beginning of the End</b>	<i>Impressions</i>
<b>Decisive Battles of the Civil War</b>	SSG
<b>Global Domination</b>	<i>Impressions</i>
<b>Gold of the Americas</b>	SSG
<b>Battlefront: Panzer Battles</b>	SSG
<b>Reach for the Stars</b>	SSG
<b>Sword of Aragon</b>	SSI
<b>Wargame Const. Set II: Tanks!</b>	SSI
<b>Warlords</b>	SSG
<b>When Two Worlds War</b>	<i>Impressions</i>



INTERACTIVE MAGIC PRESENTS

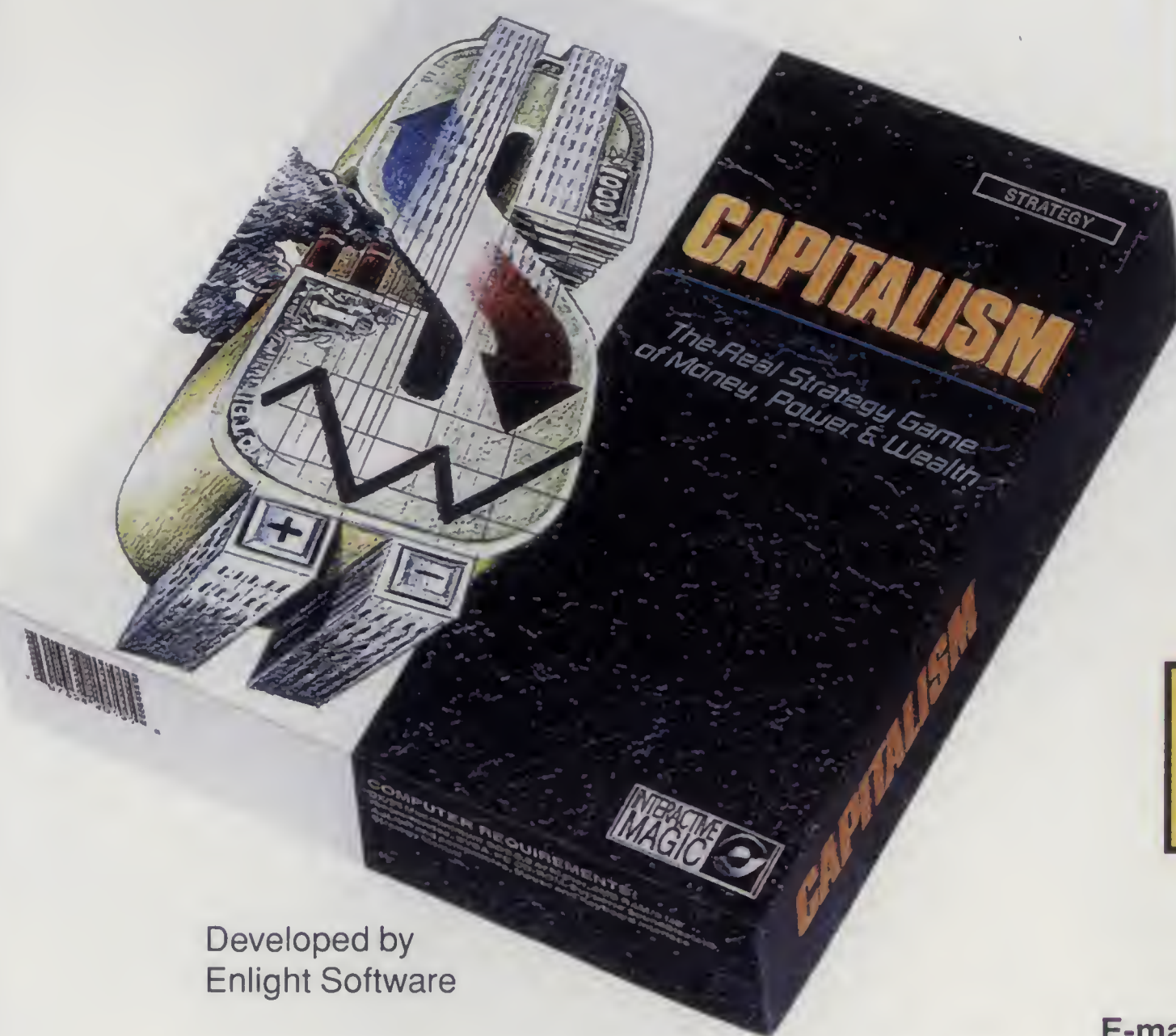
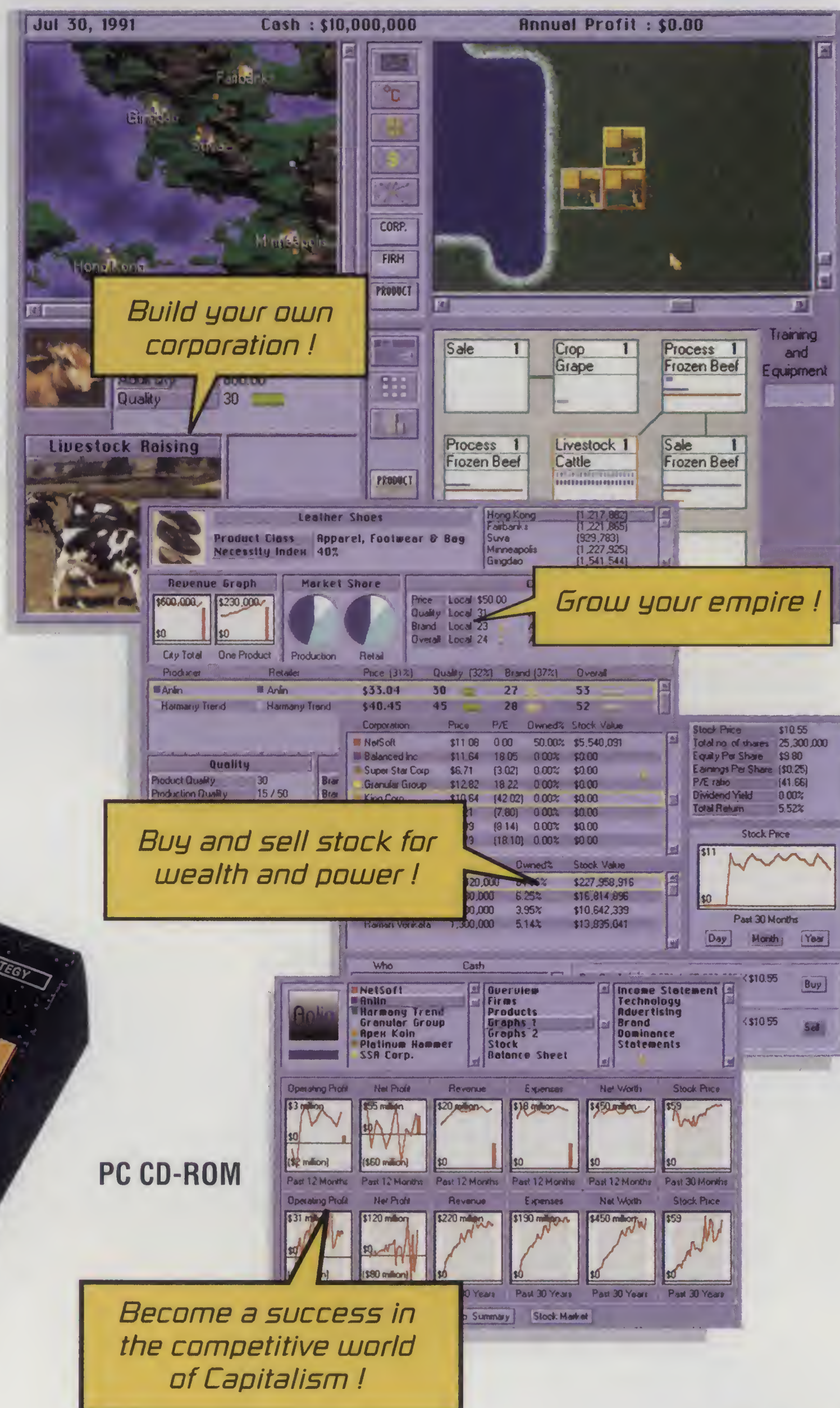
# CAPITALISM

*The Real Strategy Game of Money, Power & Wealth*

**CAPITALISM** *The system that made America great and brought down the Berlin Wall – gives every individual the opportunity to achieve his very best in life. Now Capitalism, the game, lets you try your hand at building your own empire among the intrigue, the power and the excitement of the modern financial world.*

*You're in control ...at least in the beginning. You determine how tough your competition is, how wealthy you are, what's happening in the world. Then, you set the world in motion. Build your assets...but keep an eye on them, or you'll be the victim of a hostile takeover. Improve your wealth by raising prices ...but don't lose customers or you'll go broke.*

*Buy and sell. Profit and loss. Merger and acquisition. Winning and losing. They're all concepts at work in Capitalism. If you like real-time strategy games, you will love the constantly changing dynamic challenges of Capitalism.*



Developed by  
Enlight Software

To reach us:

E-mail - 75162.1202@CompuServe.Com

On Line - On CompuServe, GO GAMPUB (Library 17)

INTERACTIVE MAGIC • PO Box 13491 • Research Triangle Park, NC 27709 • Phone (919) 461-0948



© 1995 Interactive Magic



# Introducing The Ultimate 3D

Five Next Generation  
3D games designed  
specifically for 3D Blaster.



## Flight Unlimited™

This incredible flight simulator from Looking Glass Technologies, Inc. features 3D, texture mapped scenery and flying motion so real you'll want to fasten your seat belt for takeoff.



## Rebel Moon™

Defend your state against attacks from enemy forces. Rebel Moon from Fenris Wolf delivers stunning sci-fi game play with 3D effects that come at you from all directions. Exclusively on 3D Blaster.



## NASCAR®

This is no Sunday drive! NASCAR racing, from Papyrus, is the real thing. Strap yourself into a stock car and experience pure, heart-pounding, bumper to bumper racing.



## Magic Carpet™ Plus

Fight to restore realms that have been annihilated by catastrophic events. With amazing 3D graphics and arcade-like action, your Magic Carpet, from Bullfrog, awaits you.



## Hi-Octane™

Sick of your commute? Take out your frustrations in Bullfrog's combat racing game HI-OCTANE! In a heavily armed hovercar, one wrong move decides who is road king and who is road kill.





# 3D Blaster

## Gaming Experience.

Tired of games that play in slow motion? Tired of pixels the size of boulders? Tired of 8-bit cartoon colors?

**The  
PC 3D  
Standard.**

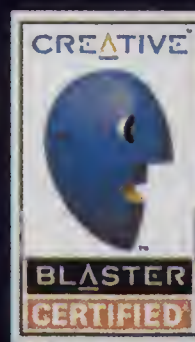
Get 3D Blaster™ from Creative Labs®. It will blast you with full color, hi-res, 3D graphics that fly across your screen at light speed.

Games have new life with rock solid 3D graphics performance that you simply can't get on a 486 VL-Bus system without 3D Blaster. In fact, you'll



get twice the graphics performance of today's fastest PCs. What's more, it will crank your 2D Windows® 95 applications into high gear.

And don't worry. 3D Blaster was born to run on Windows 95, Windows 3.1 and DOS systems. And it's fully Plug n Play compatible—so just plug and play.



Tired of being left behind? Then upgrade your computer with 3D Blaster, the standard in PC 3D. From Creative Labs.



**CREATIVE®**  
CREATIVE LABS, INC.

Service: 408-428-2387. World Wide Web: <http://www.creal.com>. Creative Labs® Customer Response Center 1-800-998-5227. All other trademarks are the property of their respective holders. All rights reserved.

Reader Service No. 29



# What makes a good wargame?

## An opinion from the cutting edge of American military simulation

This month, we will try to define what makes a good wargame. I will start with one of my favorites, SSI's **Tanks!**.

**Tanks!** is an excellent game. It has several positive features that contribute to long term enjoyment. First, it's simple to play. It has a simple, easy to understand, short instruction manual. A new player can be having a good time in less than an hour. Yet, it is a fairly accurate representation of combat on the armored battlefield.

Second, it's versatile. The game covers a large time frame from World War I to the near future, with literally hundreds of weapons. It allows the player to explore the effect of fighting an engagement over the same ground in different periods. For instance, with **Tanks!**, one could pick a part of the 1917 Battle of Arras, contrast it with the 1940 battle, and then construct a 1996 version.

Third, it has a realistic time and space scale. Game turns are 5 minutes long, and a hex covers either 250 or 500 meters, depending on whether or not you turn on the 500 meter hex switch. The time frame is about the same as it takes for a unit to tactically move across that space.

Fourth, it has a scenario editor. This allows the player to analyze the scenario and see why he has an easy or hard time beating the game and also try his hand at designing a game. This feature certainly does not seem to have hurt sales, and a profitable closet industry has arisen to feed the need of players for canned scenarios.

Finally, the graphics are pleasing, and portray what is going on in a clear, understandable manner.

Players can interrupt a game at any time to save, switch from computer to human control, and come back.

There are admittedly some other games that also cover part of this era. **HPS' Tigers on the Prowl** and **Panthers in the Snow**, for instance. Those games have a tremendous amount of research behind them and are historically accurate, but seem to lack (in my opinion) the smoothness of **Tanks!**. They certainly lack **Tanks!** historical breadth, limited as they are to World War II. SSI is also bringing out **Steel Panthers**, which covers World War II at the single tank and infantry



**Tanks!** has the right scale for the situation represented

squad level. I have not yet seen **Talonsoft's Battleground: Ardennes**; it sounds like it'll have some unique features, which bodes well for Jim Rose's efforts, but again, it lacks a scenario editor. Major drawback these days.

Players must be aware of scale when designing scenarios. It is impossible to force a playable scenario covering the whole of Kursk into a single tank or platoon game. To do so requires considerably more than the 5

minutes or so modeled as a turn. This results in a frustrating gaming experience, during which the player feels mostly useless. Kursk requires a game using battalion or even regiment as the counter, and the use of an aggregated combat power value instead of the ranged combat value of individual tanks.

The previous games mentioned are all based on hexes and turns. Now, actual combat is not turn based, although the battlefield



**Armored Fist** is great as long as you design your own scenarios first. Scenario editors are a must for this kind of game



LOOK FOR EXPANSION DISC I:  
"THE BATTLES OF WW II"

# THE WAR COLLEGE™

MILITARY SIMULATIONS MAKING HISTORY  
ON CD-ROM



L E E

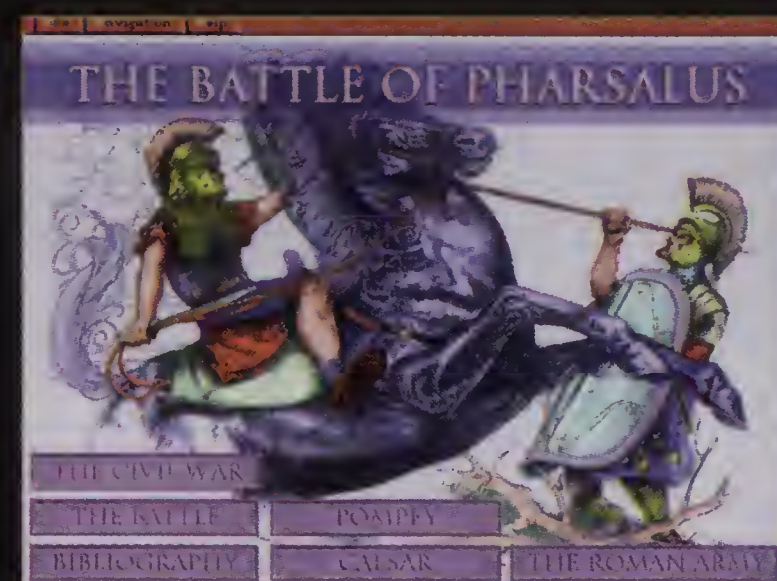


H I N D E N B E R G

*The War College™... the most sophisticated, most successful military battle simulator of all time, brought to you by the award winning authors of - **The Universal Military Simulator I & II** - the best-selling computer wargame of all time!*

*The War College defines "cutting edge" technology in computer war gaming with artificial intelligence routines recognized as "the world's best!" Other features include:*

- Solid modeled 3D battlefields, units and unit frontages.
- Hundreds of pages of on-line interactive historical and biographical documentation.
- Basic disk includes the battles of: Pharsalus, Antietam, Austerlitz, Antietam, and Tannenberg.
- Buy additional battles from any era..
- Change dozens of variables that the computer uses to calculate combat, movement, moral, range of artillery fire, effectiveness of musketry fire and melee combat.



Interactive Documentation  
For Pharsalus  
(Actual Screen Shot)



Battlefield And Units At Austerlitz  
(Actual Screen Shot)

For more information visit your local retailer or  
call 1-800-GAMETEK.

©1995 Intergalactic Development, Inc. The War College is a trademark of GameTek (FL), Inc.  
2999 Northeast 191st Street, Suite 500, Aventura, Florida 33180 U.S.A.

Reader Service No. 50

**GAMETEK®**







Across the Rhine is a serious, realistic command simulation

is divided into a series of squares 10 or 100 meters square during planning (depending on your map-reading ability). With a Global Positioning Receiver soldiers can now get a very precise fix as to where a unit is at. There is no room on the battlefield for a person who cannot know where he is, plan his next move, scan for targets, and keep his superiors and subordinates informed about what is going on.

Several games address the need to go real-time for realistic command simulation: **MI Tank Platoon**, **Armored Fist**, and **Across the Rhine**. **MI Tank Platoon** is arguably the most successful (and oldest) of these three. **Across the Rhine** has the most realistic view of the battlefield. A company or battalion commander commands from his tank, yet can only see what is going on where he is. He relies on the reports of his subordinates to describe what is going on in

order to deploy his unit. Both **MI** and **AF** provide this relationship, allowing the commander to switch between the from-the-tank view and the map view. **ATR** is the only game that brings up both options simultaneously, but suffers from playability from the 3-D window view.

**AF** is the only one of these which includes a scenario editor. Now, **AF** has several shortcomings as a simulation, but because of the editor, you're able to modify and make your own scenarios, which goes a very long ways towards making the game significantly more enjoyable (and realistic). **MI** is a good game, and is still popular, but lacks a scenario editor, and I'm not sure how it would fare now on a 486/66 or Pentium computer (many older *MicroProse* titles have stood up surprisingly well over the years in terms of game-time consistency, however – any reports on **MI**?).



Rogers' masterpiece features an extremely versatile and intuitive system



User control is always really the bottom line

What is needed, in my humble opinion, is a game much like **ATR**, with the ease of control of **Tanks!** and the easy to control in-the-tank simulation of **MI** or **AF**. **ATR** tried to address this need, but seems to have failed.

Another need is a good, operational level (Division and Corps) simulation. **Patriot** is the only game that has even tried to address this need, albeit unsuccessfully. It has no AI, a poor user interface, and has been described as a visual spreadsheet. It does have a powerful database editor and some excellent routines to govern movement of subordinate units, while the player only has to give orders to the parents. It also has an excellent reporting routine. Had the game been more like **Harpoon** on land, it would have been much better received. To date, nothing is even in its class for Division and Corps perspectives. Plenty of room here to do more.

If you play board wargames, then you probably know of *Command* and *Strategy and Tactics* magazines. These magazines include a game in each issue. Also in each issue is a customer response form, on which the readers vote for the games they wish to see in the future. The games that make the cut get published, and those that don't are either reworked or never heard from again.

Why don't computer game companies adopt this approach? They all have the registration cards; it would not be any problem to include some questions about what period the reader likes the most (ancients, Napoleonic, WWI, WWII, Modern, Future, Science Fiction), a few titles which are under consideration for publishing, and a space for us to write in our preferences. Now, there is a danger in this in that in many instances, only the grognards might send in the response cards, which could tilt the way the game development process goes, but that seems to me to be a slight danger.

Let's see what kind of interest is out there. Respond by E-mail to me at 76446,1444 with your answers to the following questions:

1. What period of wargaming are you most interested in?
  - a. Ancients (Earliest times to 1600)
  - b. Napoleonic (1600 - 1900)
  - c. World War I (1900 - 1935)
  - d. World War II
  - e. Modern (1945 to the Present)
  - f. Near future (Now to say, 2020)
  - g. Science Fiction (2020 - ??)
2. Name three types of games you would like to see, with a one-sentence-maximum description of each. (For example: 1. Patriot done right 2. World War II Tactical Pacific Battles 3. The Second Punic War)

Send them on in within the next thirty days. I'll tabulate them, and publish the results in a future issue.



Michael K. Robel



INTERACTIVE MAGIC PRESENTS

# STAR RANGERS

**You've Got Just Enough Time To Save The Galaxy . . .  
If You Play Smart!**

- *Your elite ranger force is on a critical mission: patrolling the outer reaches of the galaxy. Like rangers of the old west, your primary responsibilities are upholding law and order, and protecting the galactic citizens. You're armed with the latest weaponry and flying the finest 23rd century starships. But time is not on your side!*
- *You're thrust into one life or death mission after another and you've got quick decisions to make. You can hyper-space across the galaxy to protect a distant base . . . but will you have enough fuel to return to protect the closer ones? And how many enemy ships are attacking your other bases? Can you get there in time?*
- *A detailed galactic map helps you ID enemy strength and positions, as well as navigate through the galaxy to engage the enemy in one heart-pounding battle after another. But in Star Rangers, you've got to shoot straight and think smart. The citizens are looking for a hero . . . could it be you?*



PC CD-ROM

To reach us:

E-mail - 75162.1202@CompuServe.Com

On Line - On CompuServe, GO GAMBUP (Library 17)



INTERACTIVE MAGIC • PO Box 13491 • Research Triangle Park, NC 27709 • Phone (919) 461-0948

© 1995 Interactive Magic



# D-Day: America Invades

**D**-Day: America Invades (developed by Atomic Games and published by Avalon Hill) is the third "volume" in the **World at War (W@W)** series and a close cousin of the original **V for Victory (V4V)** series game **Utah Beach (UB)**. Originally Atomic set out to update **UB** to the **W@W** system but ended up designing an almost entirely new game. Those who've played the **W@W** games will welcome this new addition to their library, as it represents a new kind of combat environment from both **Stalingrad** and **Operation Crusader**. The hedgerow terrain of Normandy will require an entirely different set of tactics, and supply issues have become much more important (no matter which side you play). Owners of the original **UB** will want to add **AI** to their library because it's really a new game: operations involving Omaha Beach have been added, greatly expanding the area involved in play and the situations you'll be faced with. Only two scenarios from **UB** were transferred over (a good reason to hang on to your **UB**), "SS Counterattack" and "Utah Beach" (the former campaign game) and these have been updated. New scenarios range from "Bradley's Nightmare," a short hypothetical scenario that's ideal for play-by-email or a quick game, on up to the massive "America Invades!," the campaign game that now covers *both* beaches.

The graphics are just plain stunning, and really represent the bocage terrain well (although if you play with the "show hex ownership" option on the sheer wealth of hex types can clutter the screen somewhat). Multiple resolution levels are provided, from the old **UB** resolution of 640x400 all the way up to 1280x1024. All of the game functions have been updated to the latest **W@W** series has to offer: the full-screen

overview map, counter hex-sides, leaders, order of battle display, and so forth. The "under-the-hood" parts of the game have been completely updated with the latest in supply, artillery, and artificial intelligence models. A first for a **W@W** series, but familiar to **UB** owners, is naval gunfire support for the American forces.

The game play really lives up to all the chrome as well. In the scenarios I've played through (or slogged through, in some cases – this game will really show the weaknesses in your strategy and tactics) I've found the game to be perhaps the most balanced of any of the **V4V** or **W@W** games (you should have little need for the "victory point adjustment" handicapping tool). As the Axis, of course, you're on the defensive, but Normandy had great terrain to be a defender in – the hedgerows of the bocage and a fair amount of swamp land. While the Americans have huge amounts of supplies and reinforcements built up to support their operations, they are all back in England and (in the scale of the game) have to be funneled over beaches vulnerable to the effects of weather (storms can really shut American operations down) and Axis assault. The Americans do have large numbers of troops and equipment and are on the offensive (something, however, you'll find hard to sustain without careful management of your supplies). The Americans also have air superiority (unless you change this) and can really pound Axis reinforcements. A warning: the American use of "close air support" are most certainly not recommended – I think I've caused myself more damage through "mistaken air attacks" (friendly fire) than I ever have the Axis. While historically this was a problem for the Americans at Normandy, I wonder if this isn't

over-emphasized a bit in **AI**.

All of my comments on game play and features above were based on a late beta version. It came on two disks, installed without a hitch, and played beautifully – not a single crash. I held off doing this review, however, until I received the final, shipping version. Here the problems begin.

The real disappointments started when I went to install the game. The installing section gives you instructions for copying the files from CD to your hard drive (there is no installation program included, even though **Stalingrad** had one). Then comes the real kicker, and something that appears to have been added at the last minute – *you are required to keep the CD in the drive, even though the game is completely installed to your hard drive*. To make matters worse, there is a bug that causes the program to not detect the CD if the "LASTDRIVE=" line in your config.sys references the same drive letter as your CD. [Simply increment the letter in the LASTDRIVE statement to rectify this problem. - ed]

These last minute "add-ons" to the final version are a real shame because they mar what is an otherwise wonderful game. Hopefully the majority of gamers will be able to overcome the quirks of the installation process, because otherwise they might end up missing out on a great addition to their wargaming library.



Scott Udell

Designed by: **Atomic Games**  
Published by: **Avalon Hill**  
Platforms: **PC, Macintosh**



Naval gunfire returns, but at a price - each time it's used it will cost you victory points (unless you turn this off with an Allied variant)



Combat at night is an entirely different affair



# Deploy. Destroy. Enjoy!

**C**ommand a single squad or an entire battalion as any Allied or Axis nation – *and get ready to rumble!* Game play is fun, easy and gorgeous! Explosive SVGA graphics and intense animation help you feel the destruction as buildings burn and tanks explode! All this plus digitized photos of over 200 tanks make STEEL PANTHERS as exciting to watch as it is to play. Add digitized sound effects and this WW II blockbuster will have you running for cover!

To Order: Visit your retailer  
or call 1-800-601-PLAY  
with Visa/MasterCard  
(North America  
only, please).

# STEEL PANTHERS™

On PC DOS  
CD-ROM for IBM  
and Compatibles

Screens shown: 256-color SVGA.



A MINDSCAPE® COMPANY

STEEL PANTHERS is a trademark of Strategic Simulations, Inc.  
©1995 Strategic Simulations, Inc. All rights reserved.



# Battleground: Ardennes

In the years to come, computer wargamers may divide the world into two epochs, Before **Panzer General**, and After. Before **Panzer General**, wargames were supposed to be complex, intimidating things, accessible only by the anointed few, the grognards, veterans of decades of board gaming and masters of military arcana.SSI's **Panzer General**, however, shattered that view, with a simple to learn game system, excellent graphics and animation, and sheer fun that drew in grizzled campaigners as well as green novices. Not surprisingly, there seems to be a rush now towards kindlier, gentler wargames. One of the latest, and most successful, attempts to wrap a reasonable wargame in an attractive package is **Battleground: Ardennes (BGA)**, from TalonSoft.

Brainchild of former Avalon Hill computer wargame guy Jim Rose, **BGA** (a CD only Windows game) boasts some of the prettiest visuals yet seen in a silicon simulation. The game features a platoon level tactical engine that covers several Bulge battles in ten minute turns at a scale of 250 meters to the hex. And what hexes! Hand drawn, lovingly rendered in 256 colors, they come in two varieties: a standard top down view, and a stunning isometric Battleview, where the unit counters become little miniatures of tanks, guns, and soldiers. The map detail is extraordinary, with railroad tunnels and individual buildings distinctly portrayed. Even better, each hex is accompanied by a digitized, color picture of actual Ardennes terrain, complete with altitude indication and combat modifier conveniently displayed.

As good as the maps are, **BGA**'s unit graphics are their equal. The illustrations of men and equipment that accompany each unit are superb, and very evocative; just looking at the King Tiger makes you feel ten feet tall. You get to see the units in action, too; **BGA** comes complete with

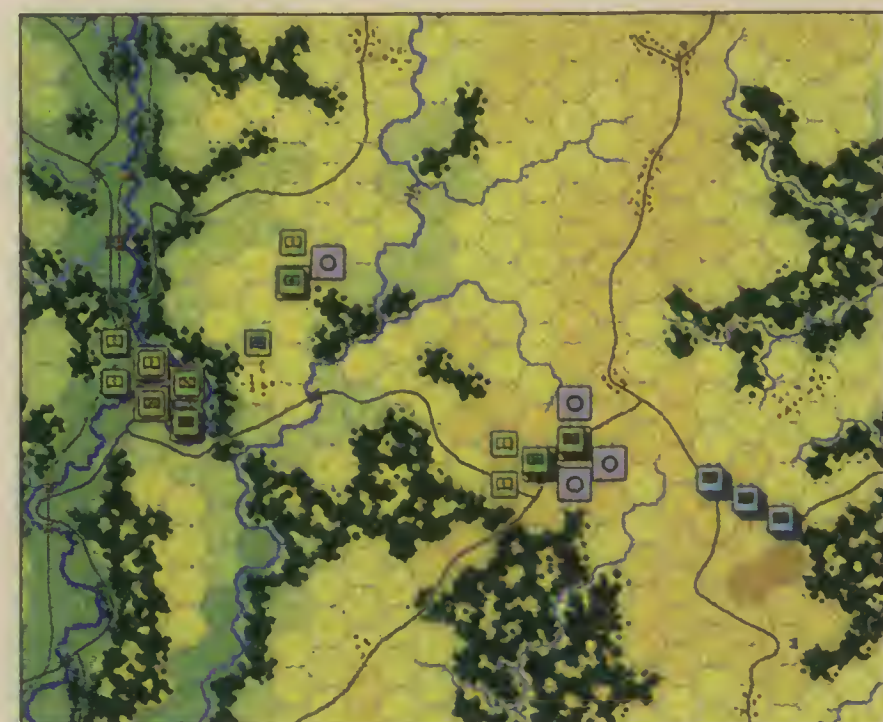


Bastogne itself, in all of its Battleview glory

an extensive library of video clips, with thumping mortars, thundering cannonades, and sharp close assaults. The counters themselves carry either standard NATO symbols or descriptive pictographs, and are color coded by unit type. Thanks to an extensive set of display options, you can display a wealth of information about those counters: organization, fire and movement status, spotted or unspotted. Seldom has a wargame featured this sort of feast for the eyes.

There are 26 scenarios, some hypothetical, that cover the most intense fighting in the Ardennes campaign, including Kampfgruppe Peiper, the battles around Clervaux featuring the US 110th Infantry Regiment, and of course the bitter fight for Bastogne. Gameplay is intuitive, and makes good use of the Windows environment. The battles play out in an interlaced turn sequence, with a defensive fire phase allowing the non-moving player to forestall the attacker's assaults. Artillery, air power, minefields, engineers, smoke, and a host of interesting vehicles and ordnance are at the player's disposal, all easily manipulated with the mouse. As a further bonus, modem play is offered; TalonSoft seems committed to head to head play, and the feature set of modem options included in **BGA** seems more than sufficient. Best of all, the included scenario editor allows you to make any number of new scenarios for the included maps, and that in itself should prove a very attractive feature to armchair generals with a creative bent.

TalonSoft has set its sights on the mainstream, and **BGA** will hit that mark squarely. Even serious wargamers will appreciate the laid-back, uncomplicated style of play, while everyone will love the well-integrated glitz. Experienced and demanding gamers, however, might be disappointed in the lack of intense detail. **BGA** is a good game, but an average simulation. It plays like any number of



The 110th Infantry Regiment prepares to block the panzergrenadiers

vanilla tactical systems of the past; Avalon Hill's boardgame **Panzer Leader** comes to mind. Players looking for detailed tactical simulation should also look into HPS's **Panthers in the Shadows**. Units in **BGA** have simple attack, defense and morale values; no penetration vs. armor calculations here. Combat produces disruption, retreat, or total destruction, with no incremental losses. Facing is immaterial, logistics nearly nonexistent, and units gain no benefits from maintaining formation cohesion. The AI, while mostly competent, won't tax a veteran's abilities; thank goodness for the modem option. And as for aesthetics, why TalonSoft chose to open the game with Nazi marching songs playing to scenes of panzers crashing through the country side is beyond me; wasn't there some good old American film and music they could have found?

Overall, **BGA** is a fine initial offering from TalonSoft, and a blast to play. Certainly, it is worthy of a place on the machine of any gamer even remotely interested in wargames. It isn't quite as entertaining as **Panzer General**, mainly due to the lack of a campaign game, but it is far better than the majority of recent wargaming releases. It isn't as accurate or detailed as **Panthers in the Shadows**, but it is in another dimension graphically. It runs fine on an average 486 with 8 MB of RAM, looks fabulous, and is accessible to anyone with even a remote interest in WWII.

Robert Riley Mayer



Designed and Published by: TalonSoft  
Platform: Windows



# RED

# GHOST



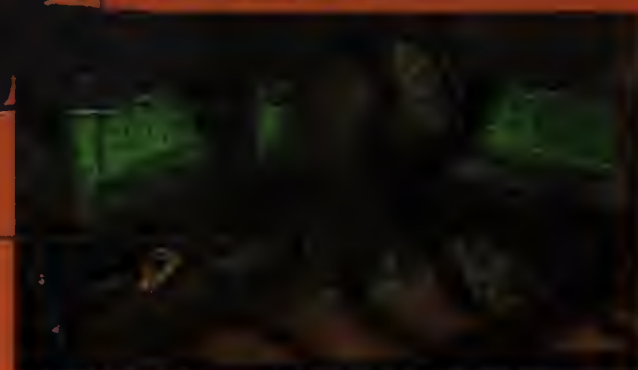
Red ghost is a superb audio visual experience

that combines the best elements of action

strategy and simulation in one explosive game

PC CDROM

COMMAND AND CONTROL AN INTERNATIONAL SPECIAL FORCES UNIT WITH ORDERS TO ATTACK AND DESTROY AN ULTRA SECRET MILITARY FORCE KNOWN ONLY AS RED GHOST. THE MISSION IS TOP SECRET AND MUST BE CARRIED OUT CLINICALLY AND EFFICIENTLY. SKILFUL MANAGEMENT OF TROOPS AND RESOURCES ARE VITAL TO ACHIEVE MULTIPLE MISSION OBJECTIVES.



**empire**  
INTERACTIVE



## Steel Panthers

The road from concept to final product has been a long, strange trip for SSI's **Steel Panthers**. Designer Gary Grigsby is known in the wargaming world as someone who caters to the grognard. Past Grigsby games have been a delight for detail freaks. **Steel Panthers** was presumably heading in that same direction when SSI hit paydirt with **Panzer General**. Ignoring old adages about changing horses in mid-stream, SSI hybridized the still malleable design of **Steel Panthers** with that of **Panzer General**. This much is clear from the final game. There seems to be a lot of detail in the engine, but it doesn't make it into the interface.

**Steel Panthers** is a turn-based tactical game of WWII armored combat. Units represent individual vehicles, or squads of around 10 men. When you select a unit, highlighted hexes show its potential movement radius. Likewise, a right click will face the unit towards the mouse cursor and highlight all hexes in the unit's LOS. In order to carry out a direct fire attack, either click on an enemy, or choose the targeting option (which shows all potential targets and the percentage chance you have to hit). Indirect fire is plotted in advance (this includes calling in off-map artillery and air support) with the help of a specified spotter. Units can "save" some of their firepower for use as opportunity fire during the opponent's turn. Graphically, the game is quite pleasing. Music (streamed directly from the CD) and sound effects enhance the atmosphere substantially.

Players have the choice of engaging a historical scenario, generating a battle on the fly, or participating in one of several campaigns. Additionally, SSI has included a scenario editor, but it is not for the faint of heart (it is basically the same utility used in-house to develop scenarios, and lacks the polish most gamers have



This quaint little French hamlet has been occupied by the Germans, but we'll take care of that...



After a barrage from the US Navy's best, the town has a decidedly different look

come to expect). The campaign mode is particularly reminiscent of **Panzer General**'s. Players start by buying core units before proceeding to the first scenario. For each scenario played, they'll purchase supplementary units and then deploy all their forces. At the end of a battle, surviving core units gain experience; their leaders may increase in abilities. Historical scenarios come with units pre-purchased and already deployed.

Leaders play an important part of **Steel Panthers**; any given unit can potentially be under the influence of force, formation, and unit commanders. Each leader has a rating for Rally, Armor, Infantry and Artillery abilities, and uses these abilities to influence units which are under his command and within a distance of five hexes. Thus it behooves the player to keep his or her formations in fairly close order.

Morale is factored into the game as suppression. When a unit comes under fire or is exposed to any other sort of stress (being in a burning building, seeing friendly units destroyed, etc.) its suppression level increases. High levels of suppression will cause a unit to lose its ability to fire, cause it to retreat, or rout. At any given time, a player can attempt to rally troops to reduce suppression.

Without a doubt, playing **Steel Panthers** is fun. But during sustained play, minor problems start to accumulate, and will eventually cause some consternation. A careful reading of the manual will clear up many of your questions. The problem is, the manual offers very little hard data (be sure to check out the readme

file). For instance, we're told a leader's rating will influence a unit's accuracy percentage during attacks. We aren't told how much it will influence it (a lot, it would seem). Hard core gamers will be crying out for charts and equations!

Other minor irritations appear as well: the interface is set up to show messages at both the top and bottom of the screen, a source of confusion. Nowhere in the game is the attack strength of various weapons quantified. We've found maps with apparent errors in them (like a single hex that is three times as high as its neighbors, though there is no visual indication this is so).

Worst of all, and the one flaw that really matters (the rest are minor irritations) is that the AI is weak, at least in regards to victory points. There are three levels of difficulty, and the easier two result in an opponent that you'll easily outmatch. At hard level, the game provides decent competition, and in general you'll often find that both sides have had their noses bloodied, even if you come out far ahead in points. SSI also included email play, and there is mention of potential modem and/or network versions in the readme, so when you're tired of beating up the AI, you can take on your friends.

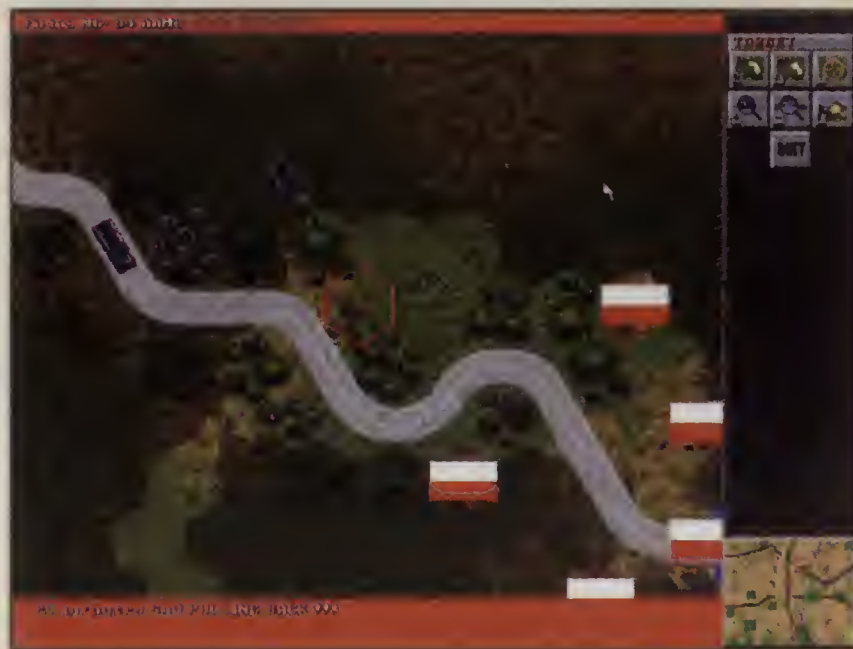
**Steel Panthers** is a gem in the rough, and still needs some polishing. Fortunately, SSI is a company which, as a rule, doesn't orphan products. **Steel Panthers** is going to hit the streets, early purchasers are going to complain loudly, and SSI is no doubt going to release a patch. If you don't mind being a part of that process, then buy **Steel Panthers**, because it is a hell of a lot of fun to play. If you don't want to get involved in downloading patches and researching what the manual left out (via magazine articles, strategy guides, or on-line conversations) then you'd do best to wait until the dust settles. With a little more playtesting and a final polish, this game will be a classic. Even as it stands now, warts and all, **Steel Panthers** provides a lot of enjoyment.



Peter Smith



The map editor, showing all the tools at screen right



Note that we're getting data at both top and bottom of the screen. Ugh

Designed and Published by: **Strategic Simulations, Inc.**  
Platform: **PC**



NOW, THE PERFECT COMPLIMENT TO THE PERFECT GENERAL II...

# PERFECT GENERAL II

## SCENARIO & CAMPAIGN EDITOR



### THE PERFECT GENERAL II SCENARIO EDITOR

Create your own exciting and unlimited scenarios and full campaigns. The Scenario & Campaign Editor comes with a multitude of options to allow for very large and complicated maps or the simplest battles for a quick and addicting game!

- Create Desert, Grassland or Ocean based scenarios
- Weather conditions including winter and fog conditions
- Place Mountains, Rivers, Forests, Lakes, Cities, Farm Roads, Railroads and many other land features to allow the creation of realistic combat environments
- Label and place your cities, airports, choose starting positions, game length and details that give you complete control over your own wars!
- Resize existing maps
- Password for Scenarios
- Text editing of scenario descriptions

### Perfect General II reviews:

**Computer Gaming World** August 1995 The Editors Speak ★★★★★ 4 Stars

**PC Gamer** August 1995 Editor's Choice Award

**Computer Game Review** July 1995 Golden Triad Award

# QQP

QUANTUM QUALITY PRODUCTIONS, INC.  
A Subsidiary of American Laser Games, Inc.

Sales Info: 505-837-5447 • Tech Support: 908-788-2799  
4801 Lincoln Rd. NE • Albuquerque, NM 87109 • <http://www.nmia.com/~alg/qqqpage.html>



# Custer's Last Command

**I**ncredible Simulations, Inc.'s **Custer's Last Command** is a simulation of the famous Battle of the Little Big Horn. A follow-on to last year's **Defend the Alamo**, ISI's Lapkoff brothers have staked out "Famous Stands" in history (their next project will be Rorke's Drift, and I am attempting to convince them to try the Siege of Peking after that).

The graphics, sound and gameplay have been considerably enhanced from the *Alamo*. A plethora of options exist, including 0-2 players (plus E-mail capability), historical setup, historical variants (the 7th Cavalry rides together; the 7th Cavalry unites with the 2nd Cavalry; the cavalry gets Gatling guns), weapons variations (sabre availability, repeating rifles, ammunition levels), AI difficulty levels, fog of war, etc.

Initially, most players will take the role of George Custer, simply to determine whether they could have done better. One may choose the approximate size of hostiles, ranging from 500-2,000. Historically, the latter were present and offer more than a suitable challenge for any player. Both the designer and I doubt if any player could eke out a victory with the historical options, but a non-victory does not necessarily equate to annihilation.


For an independent effort, both the manual and historical background are well done. The user inputs are intuitive, and the tactical hints yield sufficient information for the player. Each "hex" is 100 yards, and each game turn is 5 minutes (although it is not mentioned in the documentation, there is a 50-turn limit). I would note only two minor flaws in the inputs – (a) commanding the "next" unit lacks a "hot" key, (b) the combat report only displays the losses of the current turn (and not the entire battle).

Gameplay becomes somewhat predictable for the Seventh Cavalry – approach the village and seek to maximize enemy casualties before becoming pinned. Remember to change from column to line formation before charging; destroy as many enemy locations as possible while maintaining a careful watch on the war parties as they form. Eventually, these war parties will become a sufficient threat and will compel the judicious cavalry player to initiate a fighting withdrawal. Occasionally dismount to obtain a deadlier combat result, but do *not* become fully engaged. Since most of the cavalry units range in size from 15-25 troopers, keep a careful watch on unit strengths and withdrawal any unit that drops under 15 men.

These withdrawn units may still be used to buttress a defensive line, but they are brittle. When a unit's strength drops to 5 men, withdraw it entirely – it is too weak to stand up to the enemy.

Historically, Custer almost rode through the village before retreating to the foothills and assuming a "last stand" posture (which is reflected in the game as well – the troops dismount and no longer suffer morale losses). I feel that a fighting withdrawal back to the far side of the Little Big Horn is a better tactical option. While this does not allow the "last stand" defensive posture (which is limited to hill or ridge terrain), the Little Big Horn acts as a deterrent to the Indians.

Overall, the game presents an interesting conundrum. However, it also resembles a Chinese restaurant in that a half hour later, one is still "hungry." While the options offer a different number of Indian opponents, the flaw is that the cavalry will know the approximate size of the hostiles. This is historically inaccurate. Custer was not a fool, despite what historical revisionists say; his tactic of splitting his forces had earlier secured a major victory (or massacre) on the banks of the Washita. In effect, Custer needed a major victory for two reasons – (1) to resurrect his military career, and (2) to secure the nomination for President of the United States. Thus, if the game offered a fifth option, i.e. a random unknown hostile force, the challenge to the player would be more historical. If the hostiles are 500, then the splitting of the command allows one to pocket and destroy the Indians; however, if they are 2,000 or more, such a tactic would lead to defeat.

Normally price is not a consideration in game purchases because discounts are ubiquitous. However, **Custer's Last Command** is only available by mail order through ISI (312-267-3808) or HPS Simulations (408-554-8381). Since it is priced at \$44.95 (the same retail price as HPS's **Road from Sumter to Appomattox** and **Point of Attack**, both of which offer much more depth and play options), the final recommendation has to be tempered by the high cost-benefit time ratio. 

M. Evan Brooks

Designed by: Jeff and Greg Lapkoff  
Published by: Incredible Simulations, Inc.  
System: MS-DOS



Initial contact!



Final river defense



Fighting withdrawal



On the banks of the Little Big Horn



MURDER

SEX

POWER

SUSPENSE

AN EXHILARATING  
CORPORATE RACE  
TO THE TOP!

TOTALLY VOICE ACTIVATED, TOTALLY INTERACTIVE.

# VIRTUAL CORPORATION

TRUE 32 BIT GAME  
for Windows® 95

• NO VOICE TRAINING REQUIRED • NO ADDITIONAL HARDWARE REQUIRED

**Microforum**  
Reader Service No. 93

FOR MORE INFORMATION ABOUT MICROFORUM AND OUR PRODUCTS CALL 1-800-465-CDGD(2323) Tel: (416) 656-6406 Fax: (416) 656-6368  
Or write to us at 1 Woodborough Ave., Toronto, Ontario, CANADA M6M 5A1 Comments, inquiries and suggestions are always welcome!

WEB ADDRESS: <http://www.microforum.com> Email: [mail@microforum.com](mailto:mail@microforum.com)



# POWER The Game

**P**OWER The Game is a new release from Power Games International, Inc. Another conversion of a boardgame to the computer, **POWER** is a fast playing Windows game with its emphasis on multi-player capabilities.

The **POWER** board consists of four quadrants, each one representing a different country. The board has a grid superimposed on it to regulate movement. Each country has a headquarters in one corner of the board, and a reserve area adjacent to that. Pieces can be either tanks, fighters, destroyers, or infantry. Players can also combine three identical units into one "super" unit that is far stronger than the sum strengths of its parts. Each piece has two attributes that determine its capabilities: attack strength and movement range. There is also a late-game super weapon called the Megamissile. This ridiculously costly one-shot weapon will wipe out all enemies in any one space. Pricy, but used correctly it can be devastating.

Terrain is limited to sea, land/sea, or land. Obvious restrictions apply, so that cruisers can't enter all land spaces. Sea spaces are considered vast oceans, and planes can't cross them. The only other restriction in movement is that a land unit's move can't span more than two islands. Because of the way the board is laid out, this causes certain choke points between quadrants.

Play proceeds in turns, with each player first plotting up to five actions, then all moves being performed simultaneously. Everything you do is

considered an action, whether it be moving, build a new unit, or combining units into a "super" unit. Combat occurs whenever the pieces of opposing players occupy the same square. The stronger force wins, and all losing forces are transferred to the reserve box of the victorious player. In other words, losing pieces are captured, not destroyed.

At the end of each turn, a player gets a "power point" for each enemy quadrant occupied by at least one of his pieces. Power points are used to buy new pieces, which then appear in the reserve area.

A player is eliminated when an opposing force, which must include an infantry piece, occupies his headquarters. At that time, all of the defeated player's pieces, and any unused power points, are transferred to the victorious player's reserve box. Once a player takes over another's headquarters, and thus all his armies, that player becomes far more powerful than any others.

That's about all there is to the game. Play often degenerates into a cat and mouse hunt as stronger forces try to predict where lesser forces are going to wind up at the end of the turn. We kept feeling as if we were playing "out-guess the random number generator."

Towards the end of a game, as you attack an enemy headquarters, moves become more predictable and the game more interesting. But in the midgame, when players are just trying to keep a unit in enemy terrain to get power points, there is no real logical reason to occupy one square over another. If you are unfortunate enough to move a fighter to a square that the enemy decides to move a strong force into, you'll lose the piece, and the power point. This can put you at an early disadvantage that is tough to overcome.

To be fair, Power Games International has provided many multi-player options and this seems to be the game's focus, so we put it to



The board is identical in layout to the boardgame - only the background has changed

the test. One nice aspect of **Power** is that the rules are fairly obvious. With just the briefest of coaching, newcomers were in the thick of the game. The on-line help will fill in any details that your opponents conveniently leave out. The game was much more fun in multi-player mode than it was solo, though to be frank, that isn't saying much.

As a lunch hour multi-player workplace game, **POWER** may do well. Play proceeds quickly, and the overall game has a time limit, in addition to a time limit per move. Whether it is more enjoyable to outguess a human opponent than the computer, we'll leave for you to decide.

Besides the aforementioned network play, gamers can also challenge each other via modem, or Internet. Those of you looking for a quick game to play on the company LAN might want to check it out, but in our opinion **POWER** just doesn't have enough variety to warrant continued play for most solo gamers.

 Peter Smith

Designed by: **Power Games Int'l**  
Published by: **Power Games Int'l**  
System: **Windows**



The small islands in the center of the map and in the middle of each edge act as choke points



The "Internet Command Center" is the most visually interesting screen, but it doesn't do anything



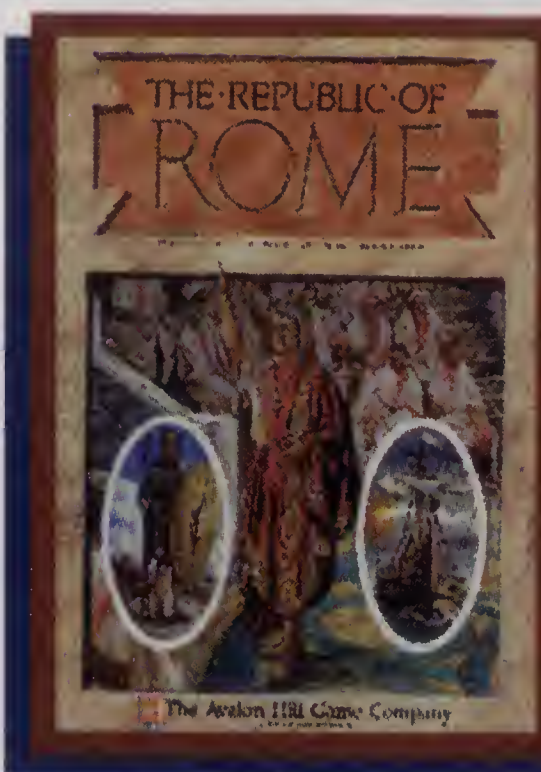
# CHIPS & BITS INC.

Board Games PO Box 234 Dept 10499 Rochester, VT 05767

Call Toll Free to Order: Source 10499

800-699-4263

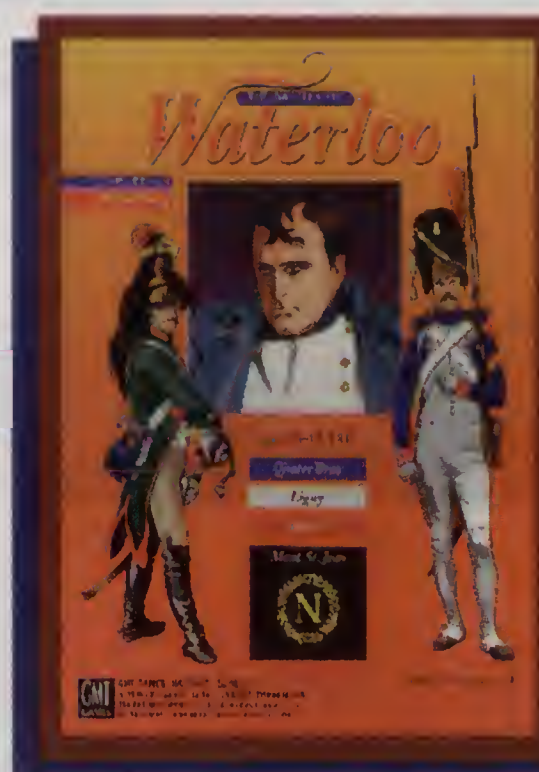
Fax 802-767-3382 Int'l 802-767-3033



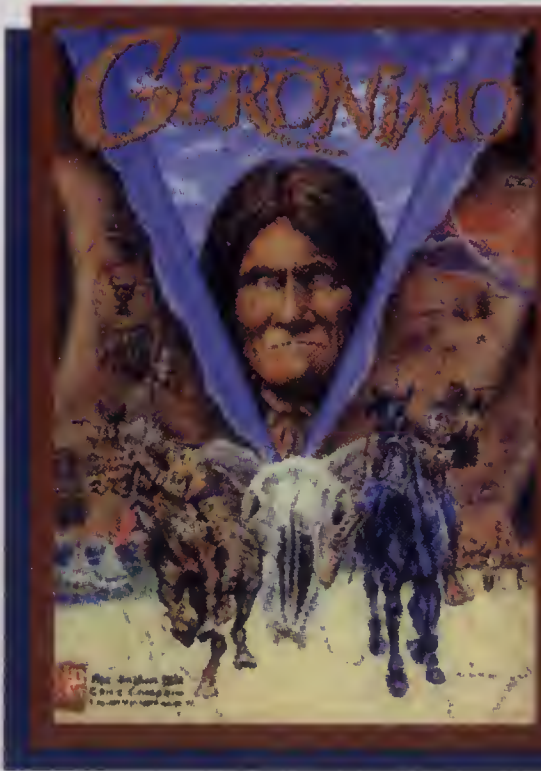
**'REPUBLIC OF ROME'** is a multi player diplomacy game set in ancient Rome which spans more than two hundred years of the republic from the Punic Wars to the assassination of Julius Caesar and the onset of the Empire. \$29



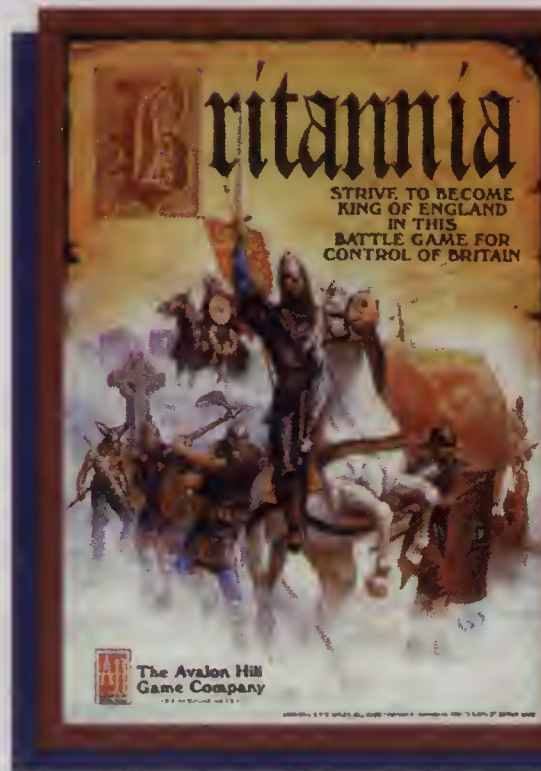
**'IRONSIDES'** This game covers the English Civil War. Sieges, the raising of militia, economic and political factors, a naval system and a revolt in Ireland are all here. There are 4 scenarios and a Campaign game! \$28



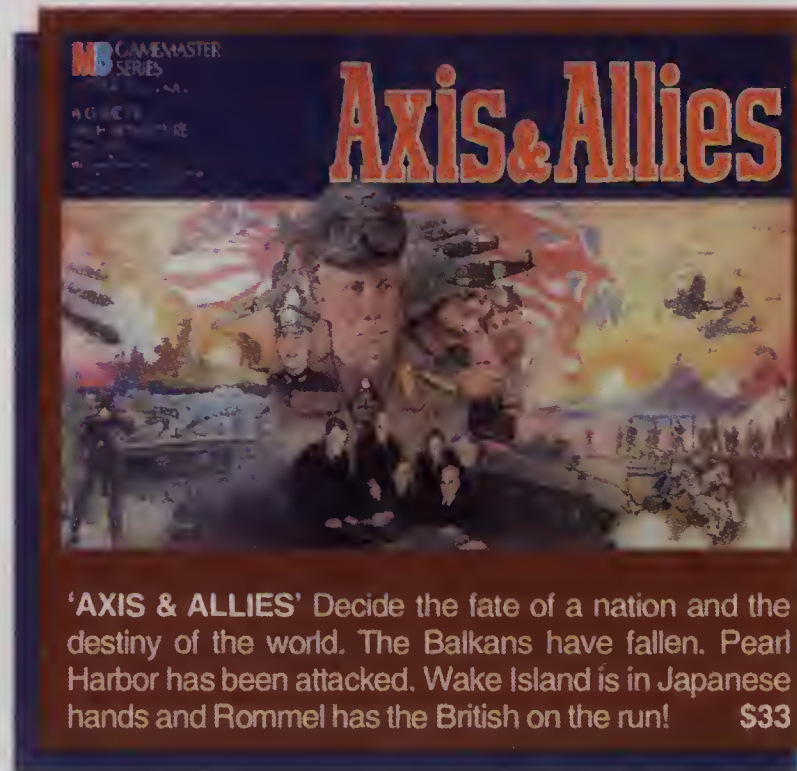
**'THE BATTLES OF WATERLOO'** This game combines 3 back-printed map-sheets and 480 full color counters along with a new turn sequence that elegantly integrates Command, Coordination and Control with play tension! \$33



**'GERONIMO'** Tread the Trail of tears with Sitting Bull, Cochise and Mangas Coloradas as they resist the westward expansion of the U.S. Players change sides throughout the game to experience both the vicarious thrill of empire building and the agony of inevitable defeat in equal proportions. \$32



**'BRITANNIA'** is a new multi player game about the 1000 year history of the birth of Britain. Play begins with the Roman invasion of 43 AD, and ends with the last great invasions by Norwegians and Normans in 1066. \$19



**'AXIS & ALLIES'** Decide the fate of a nation and the destiny of the world. The Balkans have fallen. Pearl Harbor has been attacked. Wake Island is in Japanese hands and Rommel has the British on the run! \$33

## BOARD GAMES

### WORLD WAR 2

Eighth Air Force	\$25
EuroFront	\$29
Enemy at Gates	\$49
Fire in the East	\$58
Flat Top	\$29
France 1944	\$12
G.D.'40: Battle for Stonne	\$30
Golan to Sinai	\$16
Guadalcanal	\$27
Gudarean's Blitzkrieg	\$33
Hell's Highway	\$18
Hitler's War	\$15
Hunter's from the Sky	\$33
Last Battle for Germany	\$29
Last Battles	\$21
Last Blitzkrieg	\$25
Legend Begins Afrika '41	\$25
Lost Victory	\$26
Luftwaffe	\$23
Mac Arthurs Return	\$31
Main Battle Area	\$25
Matanikau	\$28
Med Front	\$33
Midway	\$19
Moscow 1941	\$16
Mustangs	\$19
Naval War	\$12
Objective: Schmidt	\$27
Omaha	\$38
Omaha Brachhead	\$14
Operation Crusader	\$29
Operation Mercury	\$27
Operation Sealion	\$25
Operation Shoe String	\$21
Over the Reich	\$30
Pacific War	\$37
Panzer Leader	\$23
Panzerblitz 2	\$25
Panzers East	\$29
Patton's Best	\$19
Prelude to Disaster	\$28
Race to Tunis	\$15
Raid on St. Nazaire	\$19
Red Parachutes	\$32
Rise of the Luftwaffe	\$21
Rommel in the Desert	\$30
Run Silent, Run Deep	\$28
Russian Campaign	\$17
Russian Front	\$21
Salvo 1 or 2 ea	\$23
Sands of War	\$29
Scratch One Flat Top	\$25
Second Front	\$83
Seven Seas to Victory	\$21
Shell Shock	\$27
Sink the Bismarck	\$23
Spitfire	\$23
Squad Leader	\$23
Storm Over Arnhem Folio	\$12
Tactics 2	\$12
The Last Day	\$64
Third Reich	\$19
Thunder at Cassino	\$19
Tokyo Express	\$27
Tunisia	\$33
Turning Point Stalingrad	\$19
Twilight War	\$17
Typhoon	\$37
Ukraine '43	\$29
Up Front	\$19
Victory In The Pacific	\$17
Victory in the West	\$29
Volga Front	\$19
War at Sea	\$12
War in the Desert	\$65
West Front	\$44
Winter Storm	\$33
World War 2	\$33
World in Flames	\$49

### IBM CD ROM

Advanced Civilization	\$34
Beyond Squad Leader	\$45
Civil War: 1851-64	\$38
Command & Conquer	\$47
Hero of Might & Magic	\$34
Panzer General	\$39
Pax Imperia 2	\$46
Perfect General 2	\$38
Sid Mier's Civil War	\$58
Steel Panthers	\$39
Third Reich	\$34
Warcraft: Orcs & Humans	\$39
Warcraft 2	\$46
X-Com: Terror of the Deep	\$39

### BOOKS ON TAPE

Churchill: In His Own Voice	\$18
Clear Present Danger	\$16
D Day: Battle of WW2	\$25
Debt of Honor	\$25
Lincoln	\$16
One More Mission	\$17
Red Badge of Courage	\$15
Stars In Their Courses	\$15
The Civil War	\$16

## BOARD GAMES

### ANCIENT

4 Battles Ancient World	\$21
Alexander at Tyre	\$18
Alexander's Generals	\$33
Ancient Empires	\$29
Ancients	\$25
Barbarians	\$33
Battles of Alexander	\$33
Battles of Alexndr Mod	\$15
Battles Ancient World 2	\$25
Caesar: The Civil Wars	\$38
Emperor's First Battles	\$25
Hannibal	\$35
Imperator	\$21
Peloponnesian War	\$29
SPQR: Battles Roman	\$33
SPQR Modules ea	\$13
Siege of Jerusalem	\$27
VI Against Rome	\$27
War Elephant	\$17

### CIVIL WAR

1862: Civil War Game	\$23
1863: American Civil War	\$28
A House Divided	\$20
Across Five Aprils ea	\$24
Antietam Campaign	\$25
April's Harvest	\$24
Army of the Heartland	\$36
Autumn of Glory	\$21
Barren Victory	\$26
Bloodiest Day	\$29
Bloody Roads South	\$27
Blue & Gray	\$25
Bobby Lee: Amer. Civil War	\$37
Brother Agnst Brother	\$33
Campaigns of the Civil War	\$21
Chancellorsville	\$34
Civil War	\$19
Dixie: 1961 First Bull Run	\$9
Embrace the Angry Wind	\$24
Gettysburg	\$15
Guns of Cedar Creek	\$32
Hallowed Ground	\$42
Here Come the Rebels	\$23
In Their Quiet Field ea	\$25
Lee Takes Command	\$22
Lee Vs. Grant	\$16
Longstreet's Assault	\$25
Marching thrgh Georgia	\$21
Mississippi Fortress	\$22
No Better Place To Die	\$24
Raid on Richmond	\$21
Roads to Gettysburg	\$24
Sam Grant	\$42
Stonewall Jackson Way	\$27
Stonewall in the Valley	\$29
The War for the Union	\$32
Three Days of Gettysburg	\$49
Thunder at the Crssroads	\$27

## BOARD GAMES

### AMERICAN REVOLUTION

1776	\$22
Give Me Liberty	\$25
Rebels & Redcoats ea	\$25
War of 1812	\$22

### ECONOMICS

Global Survival	\$34
Stocks & Bonds	\$19
The Stock Market	\$19

### FANTASY

Advanced Heroquest	\$42
Battle Masters	\$42
Dragon Dice	\$9
Dragon Lords	\$29
Dragon Quest	\$19
Dragon Strike	\$33
Dragonhunt	\$19
Dungeon	\$16
ElfQuest, 2nd Edition	\$20
Hero Quest	\$29
Iron Dragon	\$25
Magic Realm	\$23
Man O' War	\$42
Mertwig's Maze Game	\$10
Talisman, 3rd Edition	\$44
The Hobbit Adventure	\$29
Titan	\$23
Warhammer Fantasy	\$48
Warhammer Quest	\$47
Wizard's Quest	\$17
Xanth	\$21

### LEISURE / FANTASY

Alibi	\$12
Auction	\$14
Assassin	\$15
Candidate	\$19
Circus Maximus	\$11
Clue	\$18
Facts in Five	\$16
Hexagony	\$11
Image	\$10
Monopoly	\$17
Monopoly, Anniversary Ed	\$44
Organized Crime	\$25
Quest for the Ideal Mate	\$15
Road to the Whitehouse	\$25
Slang	\$10
T.V. Wars	\$12
The Brickyard	\$20
Trivia Pursuit Jr	\$17
Tycoon	\$15
Wild Space	\$34
Word Power	\$15

### MEDIEVAL

Age of Chivalry ea	\$26
Black Prince	\$25
Henry V	\$28
Ironsides	\$28
The Crusades II	\$28

## BOARD GAMES

### MODERN

2nd Fleet	\$24
3rd Fleet	\$27
6th Fleet	\$23
7th Fleet	\$27
Across the Suez	\$13
Aegean Strike	\$19
Attack Sub	\$19
Back to Iraq	\$18
Battlefield Europe	\$22
Central America	\$23
Crisis: Korea 1995	\$29
Crisis: Sinai 1973	\$30
Firepower	\$23
Flashpoint: Golan	\$29
Flight Leader	\$21
Gulf Strike	\$29
Harpoon	\$25
Harpoon, Naval Review	\$14
IDF (Israeli Defense Force)	\$29
Light Division	\$24
Main Battle Tank	\$24
Mid-East Peace	\$16
Modern Naval Btles ea	\$19
Nato	\$15
Phantom Leader	\$25
Phase Line Smash	\$25
Sinai Front	\$30
Stand & Die	\$50
Tac Air	\$19
Team Yankee	\$20
The Speed of Heat	\$36
Thunderbolt & Apache	\$27

### NAPOLEONIC

Austerlitz	\$30
Battle for Dresden: 1813	\$25
Battles for Empires	\$32
Battles of Waterloo	\$33
Borodino	\$29
Eagles of Empire: Borodino	\$29
Eagles of Empire: Friedland	\$29
Empires at War	\$24
Empires in Arms	\$27
From Valmy to Waterloo	\$30
L'Armee du Nord	\$33
La Bataille:	
Preussich-Eylau	\$30
d'Albuera-Espagnol	\$30
d'Espagnol Talavera	\$40
d'austaedt	\$30
de Corunna-Espagnol	\$36
de Ligny	\$39
de Mont St. Jean	\$33
de Mont St. Jean Dlx	\$62
de Quatre Bras	\$31
de Wavre	\$25
du Nord: Belgium 1815	\$33
Napoleon's Battles Exp	\$13
Napoleon at Austerlitz	\$20

## BOARD GAMES

### NAPOLEONIC

Napoleon at Leipzig	\$30
Napoleon on the Danube	\$19
Napoleon's Battles	\$23
Napoleon's Battles 2	\$14
Napoleon's Battles Exp. Kit	\$12
Napoleon's Campaigns:	
Italian	\$22
Leipzig	\$25
Peninsula	\$22
Russian	\$22
Napoleon / Waterloo	\$30
Napoleon's Wars Exp ea	\$11
Napoleons Later Battles	\$25
The Emperor Returns	\$28
The Napoleonic Wars	\$31
War & Peace	\$23
War to the Death	\$21
Wellington's Victory	\$16
Wooden Ships & Iron Men	\$19

### SCIENCE FICTION

2038	\$34
Alpha Omega	\$19
BATTSC Objective Raids	\$13
BattleTech Blueprints	\$10
BattleTech Compendium	\$13
BattleTech Compendium CD	\$33
BattleTech, 3rd Edition	\$19
Blood Berets	\$29
Blood Bowl	\$45
Cosmic Encounter	\$29
Critter-Tek	\$13
Federation & Empire Deluxe	\$38
Fury of the Clansmen	\$29
Gateway to the Stars	\$22
Hacker ea	\$16
Imperium	\$20
Leviathan	\$16
Merchant of Venus	\$25
Roadkill	\$19
Silent Death	\$42
Silent Death: Rulebook	\$15
Silent Death: Renegade	\$12
Space Marine	\$49
Star Fleet Battles	\$25
Starforce Terra	\$19
Starship Troopers	\$29
Stellar Conquest	\$19
Warhammer 40K	\$47

### SPORTS

Baseball Strategy	\$17
Bowl Bound	\$15
Football Strategy	\$12
Statis-Pro American	\$19
Statis-Pro Baseball Cards	\$13
Statis-Pro Football Cards	\$14
Superstar Baseball	\$18
Win, Place & Show	\$17
World Cup Ftbl (Soccer)	\$38

## BOARD GAMES

### STRATEGY

Advanced Civilization	\$25
Blackbeard	\$27
Britannia	\$19
Civilization	\$29
Colonial Diplomacy	\$42
Coup	\$12
Deluxe Diplomacy	\$42
Diplomacy	\$19
Enemy in Sight	\$12
Feudal	\$18
Florida	\$25
Guerilla	\$19
History of the World	\$27
Kingmaker	\$19
Kremlin	\$16
Lords of the Sierra Madre	\$34
Maharaja	\$23
Material World	\$32
New World	\$19
Pax Britannica	\$18
Republic of Rome	\$29
Risk	\$27
Supremacy, 3rd Edition	\$42
The New Acquire	\$25
Tournament Terrace	\$29
Viceroy	\$25
We the People	\$29

### RAILROAD

1830: Railroads & Robbers	\$20
1835	\$49
1856	\$37
1870	\$38
Australian Rails	\$21
British Rails	\$21
Empire Builder	\$25
Eurorails	\$25
Express	\$11
Nippon Rails	\$21
North American Rails	\$21
Rail Baron	\$19

### VIETNAM / KOREA

Battles of the Korean War	\$33
Frozen Chosin	\$25
Platoon	\$16
Rolling Thunder	\$25
Silver Bayonette	\$17
Tet Offensive	\$33
The Korean War	\$18
Vietnam	\$18

### WAR GENERAL

Alamo	\$15
Campaigns of Frederick	\$24
Geronimo	\$32
Kolin: Frederick's 1st Defeat	\$34
Quebec 1759	\$25
The '45	\$25
Thirty Years War Quad	\$27
Zorndorf	\$36

## BOARD GAMES

### WORLD WAR 1

Aces High	\$24
Aces High :American Aces	\$24
Aces of Aces Powerhouse	\$19
Ironclads	\$32
Ironclads Expansion Set	\$30
Knights of the Air	\$19
Landships	\$27
Lawrence of Arabia, 2nd Ed	\$20
Richtofen's War	\$19
SMS Goeben	\$32
Trenchfoot	\$16
World War One	\$11

### WORLD WAR 2

1944: The Second Front	\$32
A Line in the Sand	\$25
A Winter War	\$29
Aachen	\$23
Advncd Squad Leader	\$38
Advanced Third Reich	\$38
Afrika	\$21
Afrika Korps	\$12
Air Bridge to Victory	\$19
Air Force	\$23
Ambush	\$27
Anzio	\$19
Ardennes	\$27
Avalanche: Salerno	\$31
Axis & Allies	\$33
A & A Plastic Minies	\$25
A & A WW 2 Exp.	\$14
A & A WW 2 Exp. 2	\$21
A & A WW 2 Exp. 3	\$37
A & A Max's Rules	\$10
A & A Wrl at War Map	\$12
A & A Wrl at Wr 39-45	\$38
B-17	\$18
Balkan Front	\$29
Barbarossa	\$25
Battle for Germany	\$12
Battle for Italy	\$38
Battle for the Ardennes	\$26
Battle of the Bulge	\$16
Battle Over Britain	\$21
Berlin '45	\$17
Black Wednesday	\$32
Blitzkrieg in the South	\$29
Blood & Thunder	\$30
Bloody Kasserine	\$15
Borodino '41	\$25
Breakout: Normandy	\$23
Britain Stands Alone	\$25
Campaign to Stalingrad	\$29
Command at Sea ea	\$41
D-Day	\$16
Days of Decision 2	\$42
Desert Victory	\$25
Eastern Front Solitaire	\$21
Eastern Front, 2nd Edition	\$44

OVERNIGHT SHIPPING in US \$4 per order. Mail to Canada, PR, HI, AK, APO, FPO \$4 per order. Worldwide airmail \$6 per item. Handling \$2 per shipment. Hardware orders may require additional shipping charges. Visa, MC and Discover accepted. Checks held 4 weeks. MONEY ORDERS UNDER \$200 SAME AS CASH. COD \$8. Defectives replaced with same product. Most items shipped same day. Shipping times may vary. Price/availability may change. All sales final. Call for details.



# THE ULTIMATE

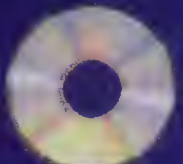
"...SSI has awakened the beast."

— *Computer Gaming World*



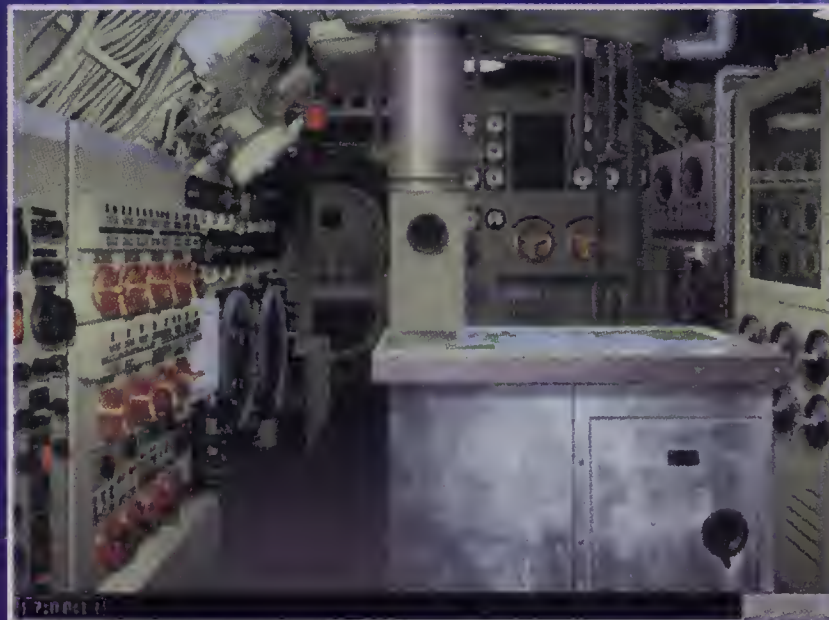
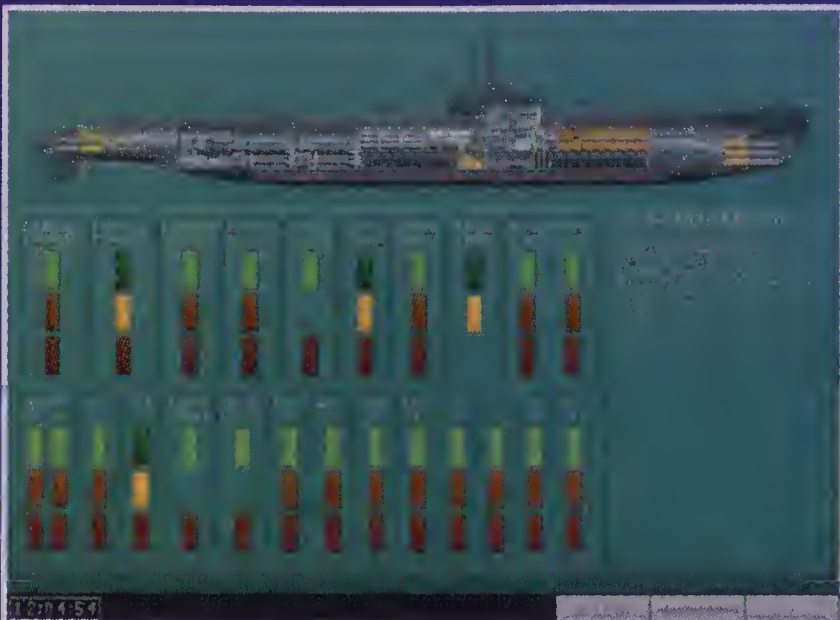
Call 1-800-771-3772  
for information on  
Game Ratings.

Developed by Aeon Electronic Entertainment, Inc.



**PC-DOS  
CD-ROM**  
for IBM and  
Compatibles

IBM 256-COLOR SVGA DISPLAYS.





# UNDERWATER EXPERIENCE.

**"...should leave even the most demanding sim fans satisfied." — Strategy Plus**

**A**s commander of a U.S. submarine in the Pacific, your task is simple — *sink as much enemy tonnage as possible!* A feature-packed World War II submarine simulator, **SILENT HUNTER™** is without equal. Choose from a variety of American submarines — and let the hunt begin! Prowl the shipping lanes. Steal into enemy harbors. Embark on Special Operations missions. Authentic WWII film footage, cinematics and narration provide a historically accurate feel for submarine combat.

Play historical missions, hypothetical encounters or a career-based campaign game. Prepare to be blown out of the water by magnificent SuperVGA graphics, an original sound track — and action so real you'll want a life jacket!

## Simulation Features:

- *Sophisticated digitization techniques re-create over 40 merchant and capital ships of the Imperial Japanese Navy.*
- *Highly accurate coastline models for 9 patrol zones — from the Solomons to the Sea of Japan. Coastal cities, ports and harbors have been reconstructed from period maps.*
- *Performance characteristics of Mark 10, Mark 14 and Mark 18 torpedoes have been accurately modeled. Launch them using the most accurate representation of the Torpedo Data Computer (TDC) to date.*
- *Compare your tonnage and kill scores to those of actual commanders of the period — can you compete with the best of the best?*



## DISTINGUISHED TECHNICAL ADVISOR

*As commander of the USS Skate during WWII, William "Bud" Gruner*

*was responsible for sinking thousands of tons of enemy vessels, including the Japanese light cruiser Agano. For these exploits, Commander Gruner was awarded the coveted Navy Cross and the Silver Star. His submarine, USS Skate, received the Navy Unit Commendation.*

*As technical advisor to SILENT HUNTER, Commander Gruner — with his vast wartime experience — provides a wealth of historical data that is impossible to obtain from books. His first-person perspective of submarine combat adds a level of realism to historical scenarios and campaigns that would otherwise have been impossible to re-create.*

*In addition to advising the designers, Mr. Gruner provides narration of technical and tactical matters as well as multimedia presentations of his real-life anecdotes.*



**TO ORDER:** Visit your retailer or call 1-800-601-PLAY with Visa/MC (North America only).



A MINDSCAPE® COMPANY



# Empire II: The Art of War



The Scenario Editor lets you modify victory conditions, along with almost everything else

Hard-core wargames are a little like anchovies, or eels, or limburger cheese: everyone seems to love 'em or hate 'em, and there's little room in between. Therefore any review of a wargame, especially a serious one like **Empire II: The Art of War**, becomes a tricky business because a positive review can mislead those gamers who enjoy the "beer and pretzels" variety of wargame but gag at the mere sight of a hard-core historical slugfest.

Bearing this in mind, I won't hesitate to say that **E2** is an excellent hard-core wargame. It looks and plays like a traditional board game, but with millions of customizable options. Games can be as complicated or as simple as you wish. Historical battles abound, from ancient times to the World War II era and beyond. If you liked the original **Empire**, or you enjoy wargames of any sort, you're sure to find some value in **E2**. **E2** is profoundly different from **Empire**, by the way; it's less grand strategic in orientation, and focuses instead on smaller-scale battles for its main strength.

**E2** is not designed to simulate any one particular conflict or environment, though it comes with numerous historical scenarios for you to play or modify as you see fit. The obvious advantage of this decision is variety: instead of playing the same battle over and over, you get to participate in conflicts ranging from ancient Greece to the Battle of the Bulge. The disadvantage is a minor loss of "extras," because the graphics and sound cannot be tailored in extreme detail to fit any specific era or battle. Some may think this gives a generic feel to the game: that individual units are represented by tiny icons like those found in board games, and that the battlefields will thus all look relatively similar. Still, this is a

wargame, and wargames as a class do not sport cutting-edge graphics and sound. **E2's** graphics are serviceable, and more importantly, customizable, using the built-in paint program or, say, Windows Paintbrush.

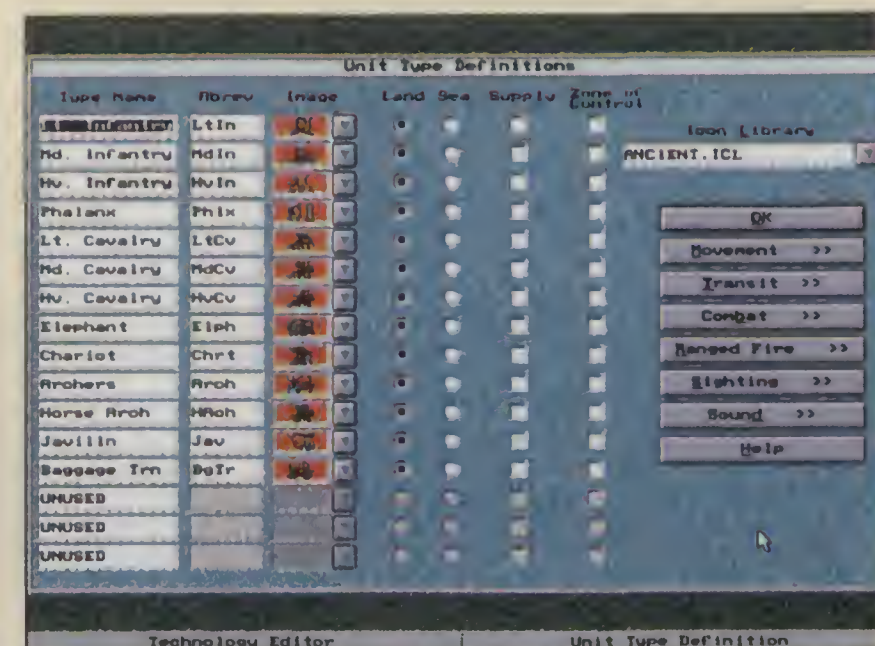
It's hard to comment on any one aspect of **E2**, and even harder to criticize it, because the user gets to change just about everything to their liking. You can change the smallest things, like the appearance of an individual unit, or the biggest ones, like how turns are structured (with simultaneous execution of orders or a traditional turn-based system).

Rules options include supply, morale, and sighting: by enabling these options you get a highly realistic battlefield with limited visibility and supplies, and ever-changing morale. By disabling them you get a more streamlined battle with less to worry about.

Troops can be given a variety of orders, such as: Pursue/Escort, Patrol, Hold Position, Guard Location, and Fire (ranged attack). They can also be put in Transit mode, which makes them much more vulnerable to enemy attack but considerably more mobile, or Entrenched mode, which renders them immobile but extremely tough.

Every unit has a variety of characteristics, including movement and transit values, combat and ranged fire strength and distance, speed, and terrain modifiers. All of these are accessible with the scenario designer.

Every battle shares three basic elements: the map, the technology, and the scenario: by modifying these elements players can create entirely new scenarios of their own. The map provides a backdrop for the conflict, and different types of terrain have different effects on unit speed. Technology determines which types of units (like armored



The Technology editor lets you change the values of every unit



Ah, the Battle of the Bulge...

knights or F-16s) are available in any given battle, which game rules apply, and how much damage occurs in combat. Finally, the scenario dictates how many troops each side starts with, where they are, and the victory conditions of the game.

**E2** could have been called the Wargame Construction Kit, because it allows you to modify just about everything you could possibly want to modify. Maps are easy to create with a simple editing tool; units can be created from scratch, and you can even draw or import new icons for them; scenarios can be tinkered with extensively, letting you add subtle qualities to a battle that might otherwise be an out-and-out slugfest. Handling things like walls and long-range combat can prove tricky at times, but are definitely doable. Controlling supply and transport with variables affecting the passability of rivers and roads takes some careful planning, but can result in extremely sophisticated scenario design.

All things considered, **E2** is a board wargamer's dream. My only caution goes to the people who are only marginally interested in wargames. This is a traditional wargame in every sense of the word, complete with unremarkable graphics, hundreds of units to move around, and billions of charts and graphs to study. If that doesn't sound like your cup of tea then you'd be well advised to look elsewhere for entertainment. But if you love that stuff, you should run out and get a copy of **E2** immediately — if not faster.

Joe Grant Bell

Designed by: **White Wolf Productions**  
Published by: **New World Computing**  
Platform: **DOS**



(figure 1)

THE HARD WAY.



# Bring Home *Real* Pinball Action

(figure 2)

THE EASY WAY.



THE HEFTY ONE ABOVE WILL GIVE YOU THE REAL ARCADE EXPERIENCE AT HOME—AND A QUICK TRIP TO THE CHIROPRACTOR. THE SLEEK, LIGHTWEIGHT MODEL BELOW—**FULL TILT! PINBALL**—ALSO DELIVERS THE 3-D, MULTI-BALL PINBALL ACTION YOU CRAVE, while saving your back (and a pocketful of quarters). With **Full Tilt!**, new for Windows® 95, you're bringing home three different tables—all with real ball movement, real sounds, and really cool zipper flippers. So pick up **Full Tilt!**, real, tournament-style pinball made easy. (Weight belt not required.)

Featuring Space Cadet  
as seen in the Microsoft® Plus!  
companion for Windows® 95



Available for Windows 95. Coming for Macintosh. © 1995 Maxis, Inc. All rights reserved. Full Tilt! is a trademark and Maxis is a registered trademark of Maxis, Inc. All other trademarks or registered trademarks are the property of their respective owners. For product or ordering information, contact your local retailer or call 800-33-MAXIS. Visit the Maxis Web Page at <http://www.maxis.com>.



## The Nature Collector: Freshwater Fish

### SimFish?

Though it's not called that, **The Nature Collector: Freshwater Fish** from AnimaTek is certainly as close as anyone has tried to attain a level of fish simulation not seen since... well, since... erm, OK, there's never been a fish simulation (**Ecco the Dolphin** for the consoles doesn't count).

AnimaTek's first product was Maxis' brilliant **El-Fish**, which could have been called **Fish-CAD** as it was a 3D fish modeler and tank designer. This is the game that one wasn't. It does share the fantastic animation technology which allows incredibly realistic fish animation. They wiggle. They engage in all sorts of fish-like behavior. In this game, they die as well.

This decidedly weird program puts the player in charge of the exhibits at the local fish museum. It's up to you to not only design all of the tanks (by collecting the proper flora and




fauna, not to mention the requisite rock) but to find the fish to populate them with. You will have to catch the fish in their natural habitats throughout the world, forcing you to figure out what traps and bait work best. All of the information about the various fish and such is available on-line.

You can't just put any fish in any pool of water and expect them to be happy. Nope; you also have to control the environment of each tank, which is a combination of the design and how much filtration, oxygen and food is dumped into the tank. Depending on the source of the fish, you'll also have to raise or lower the tank's temperature.

Various graphs and charts allow you to monitor your fish. These are all quite important, but not nearly as important as the meter of your true skills – the museum's popularity with the visitors. Each exhibit is measured, as well as the whole museum's, allowing you to work on those that just aren't quite fishy enough.

If you like fish, you need this program. If you like the **After Dark** fish screen saver, you need this program. Since this is a program with no competition, it's safe to say that it's the finest fish simulation ever. Sometimes a unique program is worthy of praise for that reason

alone (i.e. **Wolf**), while others are still lame despite their originality (**Pizza Tycoon**, anyone?). **Freshwater Fish** is worthy of praise because it's beautiful to look at (but slow on any sub-Pentium) and offbeat. Hell, it's also quite a bit of fun too. May all of your fish be crowd favorites. 

Steve Bauman

Designed & Published by: **AnimaTek**  
Platform: **Windows**


## Warlords II Deluxe

It's kind of difficult to improve the best computer game on the planet, but SSG has been working at it intently, of course. Now with the release of **Warlords II Deluxe** on CD-ROM, players will not only be able to play through sixty new scenarios, they'll be able to treasure **Warlords II** forever on a medium that's supposed to last a hundred years.

Seriously, though, **Warlords II Deluxe** goes the original design a major step further in its updating of graphics to SVGA, its new support for network, E-Mail and null-modem play, its inclusion of an Undo function during play (yay! the fumble-fingered and precipitous among us are resurrected from despair), improvements in the computer "AI," a streamlined movement system and a host of new terrain types, including underground (dank dungeon dwellers delight).

Perhaps the best reason to upgrade to **Warlords II Deluxe** is the host of new scenarios. Be it "Babe Wars" or "Trucks" or "The Fall of Rome" or "Dante's Inferno," the numerous designers of the included scenarios have used wonderful imagination, combined with a good sense of humor, to prove the incredible flexibility of the **Warlords II** game system. The new CD is worth buying just for these sixty scenarios alone. Scenarios range in scope from the tactical (beer 'n pretzels style) to the grand epic (unplug the phone, close the door and emerge a week later, bleary-eyed and trembling but satisfied).

Fans and veterans of **WL2** will want this because the improvements in the design tools – specifically, those provided for paint work – make designing a scenario easier than ever before. Testimony to the popularity of the system exists on internet in the various collections of scenarios available there for play.

If there's any negative it's that scenarios built using **WL2D** are not backwards-compatible with **Warlords II**; you'll have to upgrade to **WL2D** if you want to play any of the new scenarios you'll no doubt see springing up on-line all over soon enough. Oh well; if you like this game, such an upgrade is one of the easiest and pleasurable you'll ever do. 

Steve Wartofsky


Designed & Published by: **SSG**  
Platforms: **DOS**

## Word War 5 Diabolical Digits

No operating system is complete until it has at least 238 puzzle games, which makes Windows the most complete operating system on the planet. *Millennium Media Group* has released a pair of puzzlers that are simple to play and learn but hard to master, **Word War 5** and **Diabolical Digits**.

In **Word War 5** all five of the games revolve around creating five letter words, with some puzzles as easy as clicking on ever-changing letters to create words to picking the odd word out from a group of, well, five words. One game is called Snakes, and is quite difficult as you try to form words by passing your five letter snake over objects that cycle the letters. Trust me, the games are quite simple to understand but nearly impossible to explain. When you form words in each game you receive points.

**Diabolical Digits** unleashes the player on 30 3D grids, where you must place the numbers one through nine all over certain points of the grid, getting points for each number placed. Sound easy? Sure it is, only you can't place two digits next to one another if they are one digit apart or equal (with nine rapping around to one). The gameplay is simple – click on a number and drag it to its destination. Once again, the graphics are sharp, the gameplay entertaining but not particularly deep and there's plenty of challenge to be had.

Either of these games should provide puzzle fans with plenty of entertainment, though it is somewhat questionable how long the fun will last. Each game has plenty of options, but trying to beat a high score may not be enough to keep you coming back to them. Still, if I had to choose one over the other I'd probably go with **Diabolical Digits**, because it doesn't require a dictionary to win at (and a math degree is probably optional). 

Steve Bauman

Designed by: **Pierre Berloquin**  
Distributed by: **Millennium Media Group**  
Platforms: **Windows**







## PINBALL CONTROLLER

I N T R O D U C I N G  
THE NEW WIZZARD PINBALL CON-  
TROLLER FROM THRUSTMASTER.  
**CLASSIC ARCADE ACTION.** NO  
QUARTERS REQUIRED! BE A PINBALL  
**WIZZARD** - PLAY THE SILVERBALL.  
FEATURING **FULL TILT SENSORS!**  
**DUAL FLIPPERS!** IT'S  
MORE EXCITING THAN SOLITAIRE, BET-  
TER THAN CHANNEL SURFING AND EASY  
ENOUGH FOR ADULTS TO PLAY. **IT'S HIP!**  
**IT'S WAY COOL DADDY-O!**  
**PINBALL CONTROLS AND GAME INCLUDED.**

**YOU'LL FLIP OVER IT!**



OTHER AUTHENTIC CONTROLLERS BY THRUSTMASTER



Reader Service No. 146

**THRUSTMASTER®**  
(503)639-3200 <http://www.thrustmaster.com>



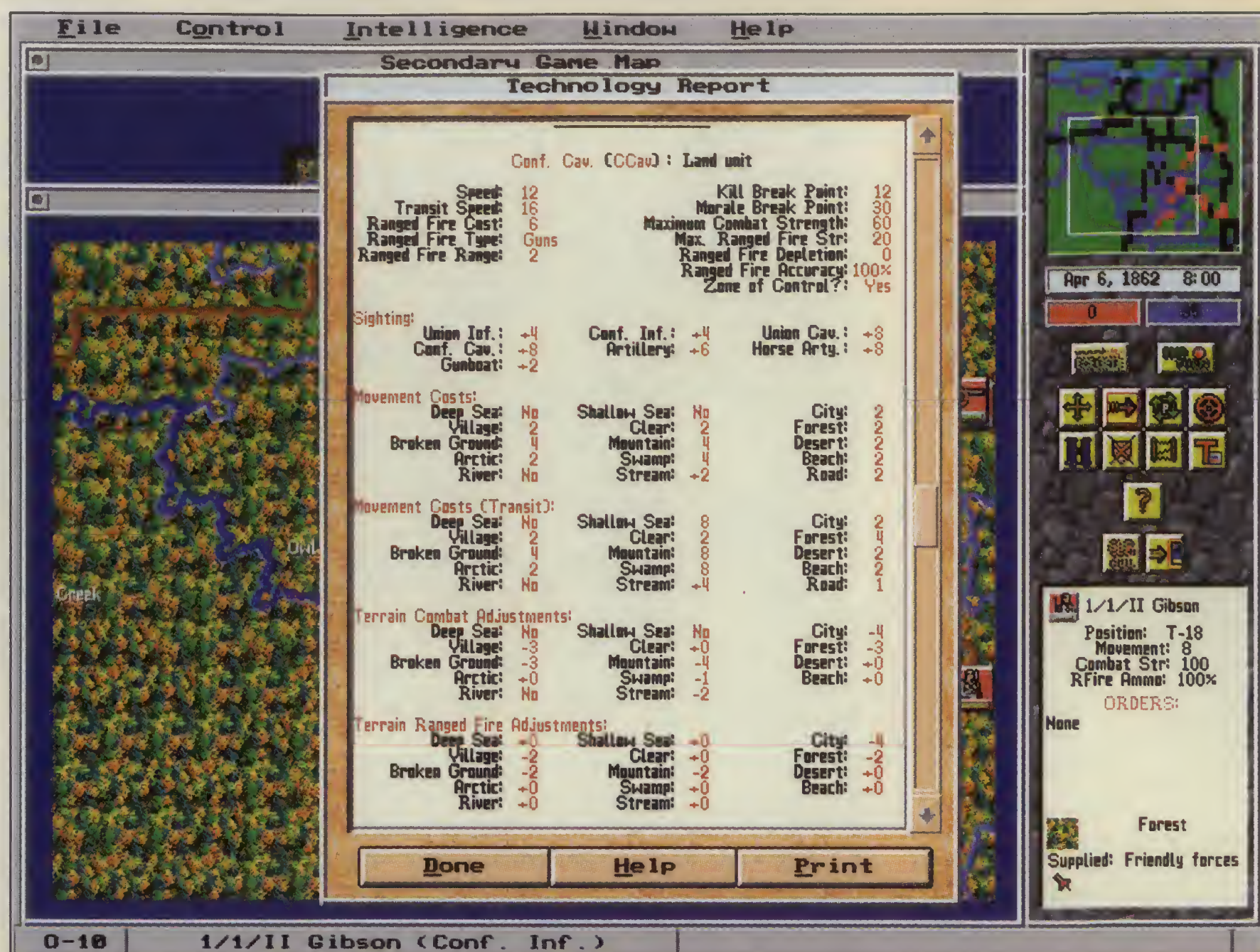
## Empire II: The Art of War

### Imperial entanglements untangled

In the original **Empire**, and its successor **Empire Deluxe**, you tried to conquer the world. Simple, really; just start with one piddling city, build boatloads of grunts, and crush your opponent(s) after about a jillion turns of expansion, combat, and consolidation. But oh so addictive; something about giving your ships silly names, flooding an enemy continent with troops, and watching millions of men and machines respond to your every whim made the **Empire's** humongous hits with gamers. Yet there was always that urge to do more, to control battles, to maneuver specific, detailed units over sophisticated maps in desperate battles that provided more scope for generalship. Lo and behold, Mark Baldwin and Bob Rakosky must have been reading our minds, for **Empire II: The Art of War (E2)** is upon us, and like its predecessors, seems destined to become another classic.

For the unsuspecting looking for a further iteration of the **Empire** world conquest theme, **E2** is something of a shock. It's a battle game, pure and simple, but oh what a game. Not the most sophisticated grand tactical system ever invented, not the most hard core simulator ever programmed, but one of the most flexible, easy to use, and satisfying battle creation programs to hit the computer gaming scene since SSG's **Carriers at War** games. When you first take a look at the game on your computer, it's the sheer scope of the thing that grabs you. Alexander against Darius, McClelland versus Lee, and a familiar Japanese super lizard against Hometown, USA, all in one box! The funny thing is, it actually works; each battle really does feel different enough to avoid the cookie cutter sensation that many generic game systems produce.

All of that variety, however, can make it hard for novices to get a handle on **E2**. Each battle can have sixteen unit types, up to four sides, and twelve types of terrain. Each of those unit types will interact with each other unit type, and each terrain type, in a distinct manner, as determined by the scenario specifications. Like a mutant game of rock/scissors/paper, **E2** is a contest of relationships, where victory and defeat are determined by who does what to who, and where they do it. Take, for example, the included scenario covering the battle of Agincourt. The English longbow units are devastating at range; the French men at arms don't stand a chance at two or three hexes. Yet those same archers, the pride of Olde England, are dogmeat for the French heavy cavalry, if it can slog



Your army in detail, sir

through the mud and reach them intact. The relationship between archers and knights, while simple, is indicative of the dilemmas that face gamers in **E2**. How long do you continue to fire? When do you run? How do you fight your way through the deadly hail of clothyard shafts?

Any good player, whether taking on flesh

and blood via modem or girding his or her loins (I love that phrase, but how the heck does one gird one's loins? Really?) for battle against the computer, should first begin by looking at the information **E2** provides under the Intelligence menu. The Charts and Reports available here are invaluable tools. Probably the first screen you should peruse



Archers and horses and swords oh my



# WING COMMANDER

## THE PRICE OF FREEDOM™

The epic sequel to ORIGIN's  
best selling interactive movie.

A fresh adventure, a new beginning.

It's a movie.

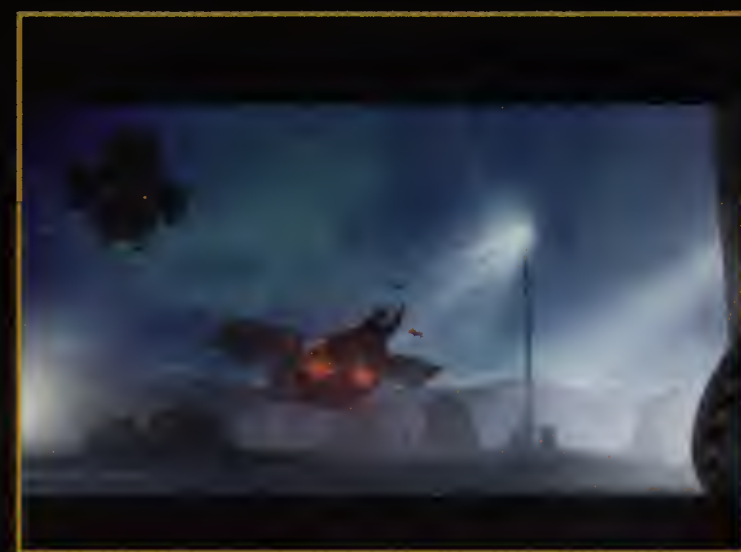
It's a space combat game.

It's the most excitement  
you'll ever have on your PC.

Starring:

Mark Hamill as Colonel Blair

Malcolm McDowell as Admiral Tolwyn



<http://www.ea.com/origin.html>

Electronic Arts® Direct Sales 1 800 245-4525

© 1995, ORIGIN Systems, Inc. Origin Interactive Movie and The Price of Freedom are trademarks of ORIGIN Systems, Inc.  
Origin and Wing Commander are registered trademarks of ORIGIN Systems, Inc.  
Electronic Arts is a registered trademark of Electronic Arts.







#### Reach out and touch someone

is the Technology report. Each battle has its own Technology parameters, which determine most of the characteristics of the scenario and its units. The Technology report for the Shiloh scenario, for example, runs to nine pages when printed out (kudos to Baldwin & Rakosky for a print function!) and tells you nearly everything you need to know to use your troops effectively. A Technology report tells you who is fighting, what color their units are, what the general game parameters (sighting, supply, morale, combat effectiveness, etc.) are, and then gives you detailed info on each unit in the battle. Looking at Shiloh, we can see that this battle includes infantry, cavalry, artillery, and horse artillery, for both Rebs and Yanks, with Union gunboats to boot.

A closer peek at just one unit type shows the detail available in this report. Take the Confederate Cavalry. The horse soldiers can spot other units at a distance, can fire at a range of two squares without fear of depletion, and move fairly rapidly through the congested Shiloh terrain, but suffer in direct combat with most enemy forces. Still, they have a higher combat strength than the Union cavalry (60 vs. 40), and should make a great force to throw into the enemy's rear. Knowing this, you can plan your attack so as to use your horsemen to best effect. You should always take a look at the technology for each scenario before play; if necessary, print it out for handy reference during the game. Instead of moving units around willy-nilly, you can then try to match up your forces with targets that are the most vulnerable to their particular forms of attack.

Next you should take a look at the Scenario Report, which lists victory points and locations and generally tells you what you need to do to win. If you don't get many points for killing the enemy, but do get points for occupying objectives, you should plan a battle of maneuver. If, on the other hand, big scores are to be had through annihilation of your foe, you might want to try for brute force destruction to rack up the points. Likewise, if the enemy gets rewarded for killing your units, keep your most valuable troops safe, and try to sacrifice only your cannon fodder. Combined with the Technology report and the various game Charts available in the Intelligence menu, you should be able to use the Scenario information to fashion a creditable game plan.

When playing against the computer opponents, you can exploit some of the AI's idiosyncracies. The computer tends to keep artillery type units too close to the front, and seems too often to move when it should just sit tight. Lure the enemy out of any entrenchments, and out-flank them or crush them in the open. Take any opportunity to destroy vulnerable ranged combat units that are unsupported. As the computer will also tend to concentrate fire to destroy already weakened units, you can distract the AI by feinting with a throwaway force while moving your main effort into position. In some scenarios, like Agincourt, one side has a crushing advantage, but most scenarios are winnable from either side with careful play.

Against a human, of course, all bets are off. Combined arms and careful study of the combat tables will help here. Make sure you

use the right tool for the job. If a ranged combat unit gets +3 against one target type, take advantage of your superiority. Don't waste those shots against a unit which gives you a -3 penalty on attacks. Don't go into transit mode near the enemy if you can help it, and always entrench on victory squares if the scenario allows it. Keep in mind that, if there are ranged combat units in play, you have to keep a reserve, because ranged combat by large numbers of the enemy will rapidly destroy any defending unit, no matter how strong. The combat system usually allows for complete misses, but most ranged attacks will generate some losses. Use ranged combat to destroy particularly dangerous or valuable enemies, or to weaken a whole line in the hopes enemy morale will break and precipitate a wholesale rout. Demoralized units are often as good as dead.

One thing about **E2** that is particularly important is that movement carries over into subsequent turns. That is, it is possible to order a unit to move into a location that it cannot reach in the current turn; the program will keep track of the orders and the unit will complete the move when it has the proper number of movement points available. Often, it is necessary to order a unit to enter a particular square a turn in advance. By keeping track of your orders, you can insure that your units move at optimum speed. This works for ranged combat as well, as ranged fire costs movement points. You can often fire slightly more often by using left over movement points to order fire attacks that will not be resolved until the next turn, leaving your units enough movement points then to fire once or twice more.

Most of all, remember that **E2** is a game of mathematical relationships. While most scenarios will have some variability built into the combat results, specific combinations of attacker and defender will yield more or less consistent results. Keep an eye on your battles, and you will soon be able to predict how much damage your attacks will inflict, and how much damage your own troops will take from particular threats. You can then calculate how many units of each type you'll need to take a particular objective from a given enemy force.

**Robert Riley Mayer**



#### I hate rush hour on the Beltway



# KICKIN' ASPHALT!

Grand Prix II is the latest, greatest break-through in racing simulators.

It's as real as it gets. Real Formula One cars. Real teams. Real tracks. Even real sponsors. Take a good look at the incredible graphics. Now add wicked smooth motion and roaring Doppler

sound effects and digital music.



Throw in full camera views from practically any angle any-time, and you're there — smack in the middle of a real Formula One race! Test drive Grand Prix II today. And you'll see why it kicks asphalt over everything else.

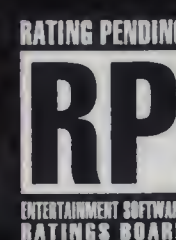
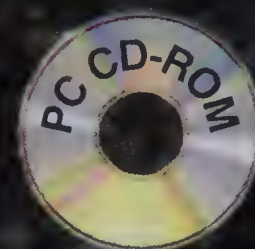
**Spectrum HoloByte**



**ACTUAL GAME SCREENS:** Experience real race cars around real tracks against real drivers!

Licensed by FOCA to Fuji Television. ©1995 Spectrum HoloByte, Inc. All rights reserved. Spectrum HoloByte is a registered trademark of Spectrum HoloByte, Inc. All other trademarks are the property of their respective holders.

Visit your local retailer or call 24 hours:  
**1-800-695-GAME**  
(U.S. and Canada).



Call 1-800-771-3772 for information on Game Ratings.



# Command & Conquer

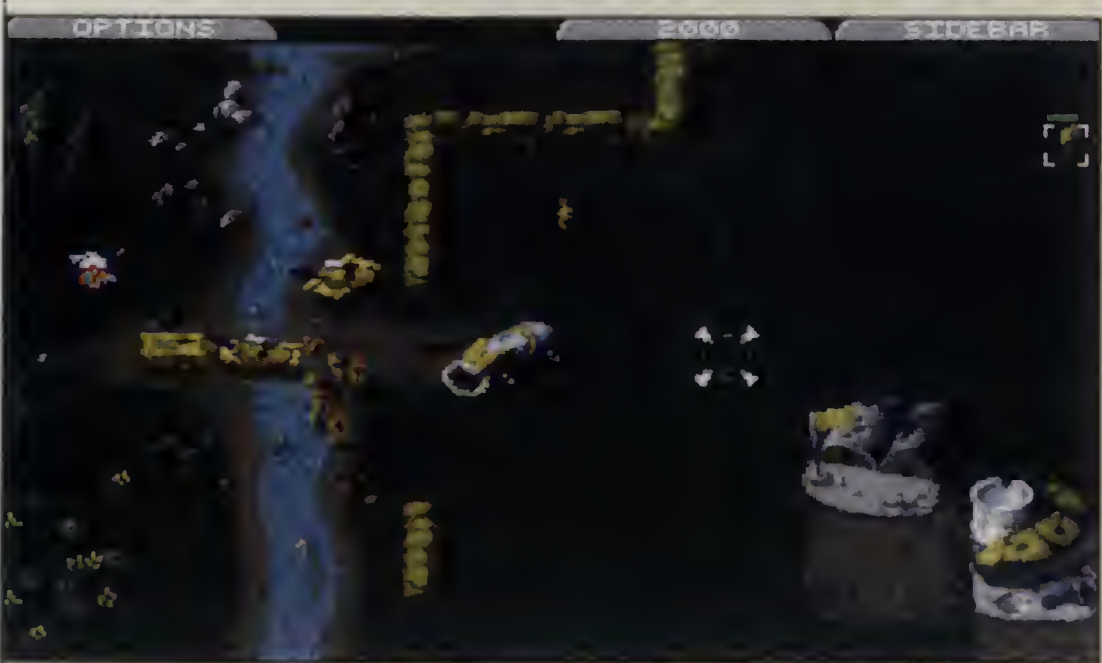
## Part I: Bases



An example of good base positioning—defensive terrain to the East (the cliffs) and West (the edge of the operations area) and a nearby supply of Tiberium



Position a defensive line out away from the base to provide early warning of Nod assaults and hopefully protect the base from direct attack. Notice this example shows how you can use defensive terrain (the cliffs to the South and the edge of the Operations area to the North) to “channel” a Nod attack, allowing you to place a smaller defensive force at a critical chokepoint instead of maintaining a large force across a wide front. This example also illustrates protecting your source of Tiberium as well as your base (which is to the Southwest, off the screen)



An example of relieving an existing base. Our relief force has punched its way through Nod forces to the West to get to the base. Notice the condition of the facilities—we’ll need to use some of the 2000 credits initially allocated to use to restore the base. Notice too that we reached the base while it was still under assault from Nod forces. Hopefully we have enough strength left to defeat the assault and defend the base while we rebuild

*GDI FM 100-56, App. A2, Transcript I Veteran Lecture Series, “Basing Issues at the Tactical Level”*

**W**ell, troops, you’d think that after two alien incursions we humans would have enough of warfare, but here we find ourselves facing an even greater threat from within, in the form of the Brotherhood of Nod. Welcome to this, the first United Nations Global Defense Initiative (GDI) Veteran Lecture Series, hosted by the combat journal *Strategy Plus*. For those of you who’ve transferred over from **X-COM** (even if temporarily, for Intelligence reports a third alien incursion is likely), fighting with the GDI will require a change in the way you “do business.” For those of you new to military operations, get ready for an experience unlike anything you’ve had before.

With the GDI, you’ll face operations more intense, faster-paced, and more involved than those we’ve discussed in previous Lecture Series. As a GDI commander, you’ll control more forces, more weapons platforms, and have more decisions than you would have as an **X-COM** commander. This time base construction, unit and system construction and management have dropped down to the tactical level – no longer can you blithely go off on a mission knowing your bases are safe while you’re away; you may now have to juggle construction, management, and defense at the same time you are issuing orders to individual troops. While it appears that Westwood (creators of your interface software, nicknamed **Command & Conquer**, or **C&C** for short) has assembled pretty good intell. on the technology you’ll face (see the Field Manual included with the **C&C** software), it’s still too early in the fight to know just how all that technology will interact on the battlefield. In this lecture I’ll cover some of the basics of base creation and defense, at the violent tactical level.

### Base issues

On many missions you’ll be required to establish, maintain, and/or capture base facilities from which to mount your operations. Because bases are thrust into the tactical level of combat, you will need to pay very close attention to base defense and all the related issues: terrain layout, proximity to enemy forces, relation to supplies of Tiberium, possible exploitation of existing structures, base growth, etc.

Some missions won’t involve basing issues

for your forces; I won’t cover those in this section. Missions we’ve encountered so far include those where you must establish a base from the ground up, those where you take over an existing GDI base (or perhaps have to reinforce one), and those which give you the opportunity to capture Nod facilities (any mission involving both GDI and Nod facilities in the same area of operations raises the possibility of facility capture).

### Establish new base

If your mission requires you to establish a new base, part of your initial force mixture will be a mobile construction vehicle (MCV). Your primary goal at this point is to *defend the MCV*. I can’t stress this enough – if you lose your MCV you’ll not be able to start your base, and unless you have engineers to capture enemy facilities with (see below), you might as well abort your mission. At this point in the mission you should thus adopt tactics from naval operations – consider your MCV the “aircraft carrier,” with all your other forces in a ring around it (or at least between it and any avenues of approach Nod forces might use). Keep the MCV away from any fighting, and do *not* use it to help scout for suitable base sights – use your other forces for this (especially fast light vehicles if you have them).

Your first job is to scout for a site for the base (while defending against initial Nod assaults against your beach head). Carefully consider the terrain: are there ridgelines or cliff faces enemy ground troops can’t cross? Defensive terrain like this is wonderful, because unlike even the strongest fortification walls, it cannot be breached. If you can get these natural barriers on one or two sides of your base, your defense job will be much easier. Note, however, that such terrain also limits the mobility of your own forces and your base expansion possibilities (you can’t move or expand across it), so plan carefully. Ideally, your site will have plenty of room for expansion – lots of clear terrain with no trees.

Many missions will require you to raise extra funds to support your operations; this means you’ll need access to a supply of Tiberium. While you can collect Tiberium some distance from your base and haul it back for processing, this is less than ideal – your harvesters are more vulnerable to enemy attack when they have to travel long distances (requiring you to dedicate defensive forces to them for longer periods of time), and you will thus have to wait longer for fresh supplies of Tiberium. It is better to



place a base near an area rich in Tiberium (although not necessarily directly *adjacent* to a Tiberium field – Tiberium seems to be somewhat toxic, as well as unstable in its raw form, and it may explode when exposed to gunfire, causing collateral damage to nearby facilities [and troops!]).

While you may be eager to plant your MCV and start your base as soon as you find a Tiberium field, you should consider several items first: the first Tiberium field you find may not be very extensive, and you could exhaust it quickly, leaving you far from another source. Continue scouting; you may even find another field not too distant, and you can then plant your base midway between them. The first field you find may not be in ideal terrain, or may be too near (or too far) from enemy forces and/or your objective. However, don't wait so long to find an "ideal" site that your force is weakened so much it can't defend your base while it is still under construction.

Once you've planted your base, consider its immediate and long term growth. Particularly valuable facilities (construction yard, powerplant, refinery, etc) should be placed near defensive terrain if available, or away from the expected direction of enemy attacks. Refineries should be as close to the supply of Tiberium as is possible and safe, but should not project out too far from the core of the base (or should be heavily defended, by troops at first and defensive facilities later on). Plan for the placement of defensive sites (guard towers, fortifications etc.), leaving room for expanding rings of defenses as your base grows. Be careful of putting all your initial funds into base growth – instead, only build enough initial facilities to enable you to refine Tiberium and produce fresh troops. If you're able to hold off Nod forces and can start processing the Tiberium, you can then expand with more exotic facilities.

## Existing facilities

In some missions you'll be required to take over existing facilities. Here, of course, you'll have to rely on the judgement of the previous commander, and hope the facility is well designed. Often, however, the very fact you're taking over means things won't be ideal; either the previous commander was incompetent and probably placed the base poorly, or is injured/dead/captured, which means the base has been or is still under Nod attack (and may be in poor shape). You may even be leading a relief force to a base that's been out of contact with GDI headquarters – in such an operation we may not even know the exact location of that base anymore; you'll have to scout just to find it.

Generally, when you take over an existing facility, your first priority should be to secure the area (which may include jumping into the fray of an on-going Nod attack). Once the base is safe (for the moment), take stock of its situation: has Tiberium collection and processing stopped? What is the condition of the facilities? How are your defenses? If

you've been allocated extra funds for this mission, put them into getting the refinery and barracks back into full working order (saving some if possible to help replenish your troop strength). If Tiberium collection/processing has stopped, find out why: do you just need to repair/rebuild the refinery, or has the local supply of Tiberium been used up? If the latter, you will need to go scout the area for another source. As you are restoring the facilities and the Tiberium processing, keep an eye out for new Nod attacks – you are vulnerable right now, and Nod will be certain to make use of the opportunity if possible.

## Capturing Nod facilities

Any mission which has a force mix including engineers (or which lets you produce them) opens up the possibility of capturing Nod facilities and putting them to GDI use (or at least denying them to Nod). In fact, in some of your missions this may be your only goal – you may be given engineers but no MCV, so if you want to capture a GDI base at the end of your operation, you'll have to assault with engineers. Engineers are defenseless against Nod forces, so do not send them up against a Nod base unsupported. As a first step, you should use your engineers to capture any construction yards or Fists of Nod (the Nod equivalent of our barracks). Which should be first depends on the tactical situation: if the Nod commander is focusing on cranking out forces, you'll want to capture the Fists first (otherwise you risk losing anything you capture to newly produced Nod forces). On the other hand, if the Nod commander has plenty of funds available, if you capture the Fists but leave the Construction Yard available, s/he may just build new Fists. It's your call; you may even want to combine facility capture and facility destruction – if you capture the Fists, destroy the Power Plants so Nod must first build new Power Plants before new Fists, or if you capture the Construction Yard(s) destroy the Fists (you can always build more). Whatever you do, capture at least one Construction Yard for GDI use. Once you've captured all the Construction Yards and Fists of Nod, the rest of the Nod base is basically at your mercy – you can capture or destroy it as your mission requires (although be on the lookout for possible Nod reinforcements!).

## Conclusion

The fight against the Brotherhood of Nod is going to be long and difficult. Hopefully the suggestions presented today will help you in your coming missions to establish a base of operations. Perhaps we'll meet here again for future seminars to discuss combat operations and strategic issues. Until then, good luck and a hard helmet to you!

◆ Scott Udell



Defensive terrain to the West (edge of the operations area) and South (the beach), and combat forces between possible directions of enemy assault (North and East) protect the valuable and vulnerable MCV (placed in the center of the formation)



Even though it at first glance it looks like we may have a good site to establish a base, watch out—this Tiberium field isn't very large and won't last too long, and a bit more scouting will discover a much larger field just to the north



The base is restored—now we can bring the fight to the Nod!



This Nod base is probably too large to take out by direct assault alone. Instead, you may wish to combine a normal combat assault with engineers, perhaps using your assaulting forces to hit the defenders around the Fist of Nod and the Power Plant, and your engineers to capture the Fist. Your initial assault force may not include engineers, and you may have to train your own



# OWN THE

***"By tapping into the talents of a skilled Russian design group, SSI may have hit the mother lode — the Mother Russia lode, that is."***

*— Joseph Novicki, PC Gamer Magazine*

**I**t's no rumor, the Russians are coming. And they're bringing the most amazing flight simulator you've ever seen — the first to take full advantage of state-of-the-art Windows® 95 technology!

Modeled after the awesome Su-27 fighter by a team of Russian aerospace professionals, SSI's Su-27 FLANKER™ is being hailed as the most realistic flight sim ever for the PC.

An exceptionally powerful, multi-tiered Mission Editor involves you in everything from single training missions to the planning and execution of full-scale campaigns — all in exquisite detail. Take the role of Pilot,

Squadron Commander or Theater General, in this Russia vs. the Ukraine Eastern European shoot-out.

No matter which role you choose, stay alert! Your enemy, in the air and on the ground, is very, very technically accurate, deadly, and disconcertingly tenacious!

Fly Russia's most powerful fighter and see how it feels to own the sky!



Anatoly Kvotchur, Russia's top test pilot, knows the real Su-27 better than anyone in the world. His role as technical advisor ensures a simulation of the ultimate in accuracy.

## **SIMULATION HIGHLIGHTS:**

- Flight model of unprecedented accuracy — this is the definitive military flight simulator.
- Powerful, user-friendly training mode covers every aspect of flight management, as well as weapons delivery techniques for all weapons.
- Conflict takes place in the Crimean region and features hypothetical hostilities between Russian and Ukrainian forces.
- Detailed briefing/de-briefing makes sure you have the latest information. You'll always know what to do — or what went wrong...





# SKY

**"It's the sim we've been dreaming of all these years... Su-27 is quite literally a dream come true."**

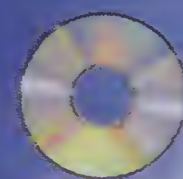
— STRATEGY PLUS

**"...Su-27 exhibits considerable potential to unseat Falcon 3.0 as king of the hard-core simulations."**

— TOM BASHAM, COMPUTER GAMING WORLD

**"...the most detailed flight sim we at PC POWER have ever seen."**

— PC POWER



**WINDOWS® 95 and  
PC-DOS CD-ROM for  
IBM & Compatibles**

**RUNS ON  
WINDOWS® 95**

**TO ORDER:** Visit your retailer or call 1-800-601-PLAY with Visa or MasterCard (North America only).

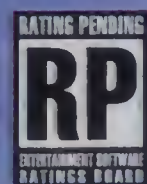
## AIR SUPERIORITY REBATE!

We're so sure that **SU-27 FLANKER** is the flight simulator of choice that we'll send you \$10.00! Just tear off your original manual cover from either **Falcon 3.0** or **Microsoft Flight Simulator 5.0**, and send it to us with your **Su-27** proof-of-purchase (originals only please—no copies).

Offer ends March 31, 1996.



Call  
1-800-771-3772 for  
Game Rating info.



SU-27 FLANKER is a trademark of The Fighter Collection. ©1995 Strategic Simulations, Inc., a Mindscape Company. All rights reserved. Windows and Microsoft Flight Simulator are registered trademarks of Microsoft Corporation. Falcon 3.0 is a registered trademark of Spectrum Holobyte.



A MINDSCAPE® COMPANY



# Celtic Tales: Balor of the Evil Eye

## Part II: Battle Tactics, End Game, and Poking Out Balor's Eye in three easy lessons

### Provinces



Angus Og benefits from both lake and sea flanks



A Fomor raid — 10 champions can only watch



It's good to be king. (Blue numbers indicate provinces joined to player by oath)

**W**ar and diplomacy highlight the middle portion of **Celtic Tales: Balor of the Evil Eye**, with fighting giving way to talking as your hour of triumph nears. If you were smart, your early attacks were small or lopsided affairs. Now you'll have to prove yourself a true champion of Eire as you uproot your rivals from their ancestral homelands. Remember your ultimate goal: unify Ireland. Combat for the sake of it now is counterproductive. You want to gain prestige and power rapidly, and that means managing your aggression. The best approach is to use both carrot and stick. Pick a tribe that seems vulnerable or occupies particularly valuable lands. Send just enough tribute to gain information on them, then crush them. Meanwhile, spend lavishly on gifts for your other neighbors, keeping them happy and at home while you wreak havoc elsewhere. Don't fight a two or more front war. If necessary, attack a neighbor, then pay tribute to get the peace level back up; you can continue this round of war/peace indefinitely to protect your flanks.

Battles can be a bit confusing. The isometric viewpoint sometimes obscures your position, and the limited 16 color palette often makes telling friend from foe difficult. If in doubt as to which champion is active, select the Move icon (upper left) and move the pointer around the map. As the pointer passes over a champion, you can read his or her status and identity in the information window at lower right. If you don't really want to move, just right click and

start again. Use the map rotation tool (lower left) to get a good picture of the battlefield. As champions recover strength and mana during the night, try to gang up on an enemy and pound him into submission quickly, before druids can heal them. Do not be afraid to run away and rest, especially in fog when the enemy cannot see well either, but do not rest in contact with the bad guys; stand on defense instead. Generally, keep spell casters back and warriors forward, but always protect your leader.

Not surprisingly, warriors are the best champions in a fight, but don't neglect druids either. While bards are definitely optional in a battle, druids are essential for their healing abilities. All champions should be as high level as possible. As opportunities for exploration diminish, put your champions to playing hurley; you'll want nothing but level 15 heroes for the endgame. In general, magic complements brute force in **Balor**, but doesn't supplant it. For the maximum allowed battle force of seven champions, four or five warriors, two druids, and maybe a bard make a good mix. Your warriors should be experienced, well armed, and well supplied with soldiers. One of the first things you should do before a battle is make sure all your champions are equipped with items of some sort. Warriors should have at least javelins, while spellcasters should have as many stone runes and Mind enhancing items as possible. As each champion can only use one item at a time, choose carefully. By the middle part of the game, you should be well on your way to equip-

Figure 1

### Basic Item List

Increase Arms	Increase Dexterity	Increase Charm	Increase Mind
Club +5	Staff +5	Wristband +5	Horn +20
Battle Axe +10	Torc +15	Dagger* +10	Mirror +25
Dagger* +10		Armband +10	
Javelin +15		Brooch +15	
Spear +20		Ring +25	
Sword +25			

\* A dagger increases both Arms and Charm by +10



# Champions

# Endgame

ping every warrior in your force with a sword, or at the very least a spear.

In the battle, take a moment to get a feel for the enemy and the terrain as well as your entering position. Keep in mind that the direction from which you attack a territory determines which side of the province your force enters; try not to attack across a river. Always be aware of where the force leaders are; protect yours, attack theirs. Attack with warriors in the van, and druids in the rear; move forward and close with the enemy. Druids should patch up your warriors with healing spells, and occasionally lob stones or lava at weakened enemy champions. In fog and blizzards, you can usually rest safely; when in doubt, stand on defense. In general, save your druids for healing or finishing off cripples; bards can throw spells with abandon, but don't expect great results against other skilled champions.

Defensive battles are similar to attacks, except you can afford to hold back. The attacker has to win in a week of battle, or retreat empty handed. Keep your leader out of harm's way, and use bards to harass the enemy. Your warriors should take up supporting positions using terrain and buildings to protect their flanks; you can hide behind rivers and force the attacker to come to you too. Especially when on defense, don't send your weak champions to fight strong ones; make them come to you. You should never fight a defensive battle that you won't win. If in doubt, retreat, and counterattack next turn. By this stage of the game you should have four or five champions in every frontier province, so if you are attacked by seven heroes of Ireland you might consider running. Often, the attacker will withdraw most of the assault force during the next turn, so you can reoccupy your lands fairly easily.

Attacks in the middle part of the game serve to expand and improve your position. By focusing on one tribe, you can minimize the risk from the others. As you win battles, your prestige will grow, as will the number of folk under your sway. You will ultimately have to parley your battlefield successes into diplomatic victories. While flogging one of your rivals, send your most charming bards and druids out to win friends and influence others. Craft items, and give them as tribute. Send off your excess cows and grain; by this time, there are no champions left to recruit, and cattle are only valuable for tribute or trade. With all your provinces fully developed, you should have little need for resources, so send those off too. Max out your peace ratings with other tribes at 100. Then, send your most persuasive diplomat to ask your neighbors to place themselves under your protection; you can do this only from the province where your leader resides. If they refuse, you lose five points of peace which a quick tribute will replace. Keep sending tribute, and keep asking for alliances.

Eventually, when your prestige is high enough, your erstwhile foes will accept your offer, and you will gain limited access to those territories. Ignore the opportunity to manipulate your new friends; it requires an envoy from you and takes too much time. Instead, keep sending tribute, and sooner or later your client will ask to become your subject. Then, after a delay of a



Teaching Fomor tax collectors the meaning of "No"



An ugly rockpile for an ugly villian (last battle at Balor's lair)

turn or so, you will gain full control of all that tribe's provinces, lock stock and Seven Pigs. You can gain dozens of champions and ten or more provinces this way, without the risks or expenses of war.

If you follow this advice, you will eventually have all of Ireland under your banner. Your subjects will crown you High King, and Domu will give you the Lia Fail, the symbol of your power. Unfortunately, your reward for all this attention is to select six champions to join the High King (or Queen) in a battle against the Fomor thugs. The Fomors will attack and destroy a province, reducing it to rubble. Your band of heroes will have to expel them from Eire and capture the Gae Bolga from the defeated Fomor champion Connan. Balor will be there, but will run away at the end, leaving you with one final battle. Beating Connan is straight forward, if you've chosen your champions well. Select warriors, with magic weapons and lots of strength, and back them up with a couple of good druids. The only Fomor spell caster is Balor, whose evil eye will unerringly inflict significant losses on its target. Otherwise, it's all hack and slay.

Once you've cleaned up Connan's bunch, you have one turn to rest and choose new heroes, and its on to Balor's lair. Balor will invite six of his ugliest friends to the party, but once again no other spellcasters. Balor's fortress is another rocky wasteland. The biggest problem in fighting on Tory Island is the terrain. It's hard to maneu-

ver, and easy to get trapped. Protect your leader, and concentrate on pounding Balor into dust. You should make sure your best fighter has the Gae Bolga, and he or she should rush pell mell at Balor. Poke out Balor's eye, and his best weapon against you is gone. Then it's just a matter of hacking three or four on one until he expires. Use your druids to heal your main warrior and your leader, and use your fighters to force a way through to Balor. If you save before the battle (you did, didn't you?) you shouldn't have to fight it more than twice to win.

The key to winning at **Balor** is consistency. Build up your provinces, expand slowly, then use tribute and selective warfare to force the other tribes into line. By forcing other tribes into oath alliances, you gain access to their champions and their magic items and runes. With over a hundred champions to choose from, you should be able to put together a great final battle force. Keep your tactics simple, and protect your leader, and you will prevail. While economic concerns can be important early on, once you have a functioning little empire things pretty much run themselves. Ultimately, it is the quality of your champions that will determine your fate. And now that you've expelled the Fomors, you can wait around for St. Patrick to get rid of the rest of the vermin on the Emerald Isle!

Robert Riley Mayer

Figure 2

## Basic Magic Item List

Increase Arms	Increase Dexterity	Increase Charm	Increase Mind
Helmet +20	Helmet +20	Harp +20	Harp +20
Stone of Might +30	Staff of Ferdia +25		Staff of Ferdia +25
Sword of Nuada +40			Stone of Prayer +30
Gae Bolga +30*	Gae Bolga +30*		Stone of Protection +30
			Fruits of Wisdom +40
Lia Fail +20**	Lia Fail +20**	Lia Fail +20**	Lia Fail +20**

\*Gae Bolga also pokes out Balor's eyeball

\*\*Lia Fail given by Domu to High King



# STONEKEEP

AFTER FOUR YEARS IN THE MAKING,  
A BUDGET OF OVER FIVE MILLION  
AND THE TALENTS OF MORE THAN TWO HUNDRED INDIVIDUALS...  
THE ADVENTURE, THE FANTASY AND  
THE MAGIC IS AT HAND.

ON NOVEMBER 8, 1995  
THE EXPERIENCE BEGINS.







Full-screen graphics let you feel the full intensity of your quest.

Step into the mystery of Stonekeep and begin a quest through dark corridors, treacherous sewers and subterranean realms of fairies, magic and the living dead. You'll discover a world where darkness reigns and where you become part of an in-depth storyline that unfolds at your command. Defeat evil, reclaim your immortal soul and experience the adventure that is Stonekeep.

It's an epic experience more powerful and realistic than anything you've imagined. Using innovative new technology, Stonekeep draws you into its dark



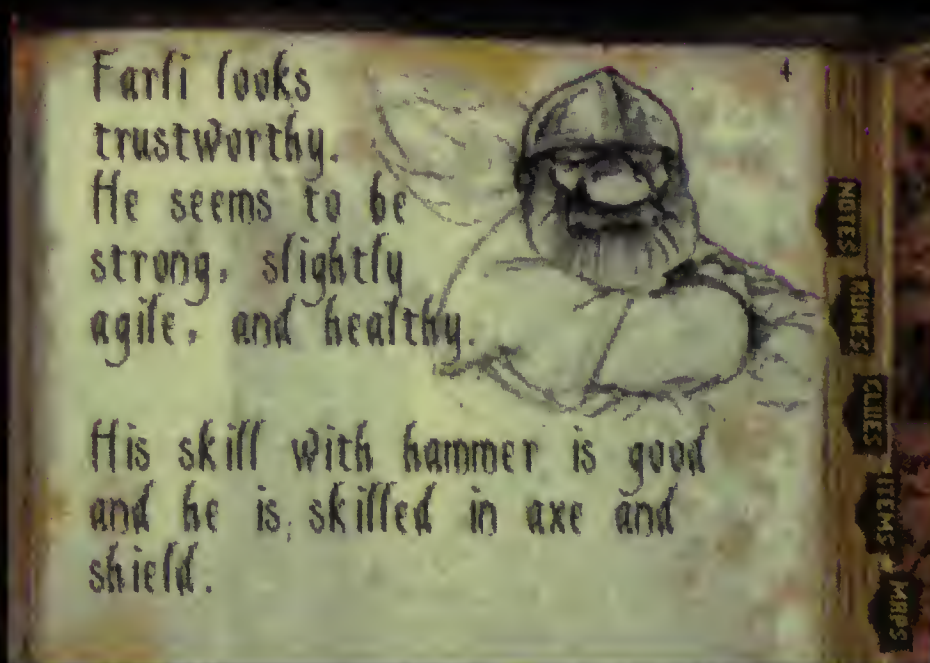
reaches so completely you'll forget it's just a game. Your hands will wield weapons of metal and magic. You'll battle disembodied foes, rescue your allies from evil, liberate a massive dragon from bondage and discover an experience more realistic than anything you've ever imagined.



Hollywood special effects, heart-pounding music and 3-D effects will draw you into this epic adventure.

An epic production more than four years in the making, Stonekeep comes in a very special, limited-edition tombstone box with a hologram cover. It also includes the first chapter in the Stonekeep saga - *Thera Awakening*, a hard-bound novella, by Steve Jackson and David Pulver.

"By Gamers. For Gamers." is Interplay's slogan and Stonekeep is the kind of game we've always wanted to play. It looks fantastic, sounds great and tells a really good story. It's one of those games you'll stay up playing until three in the morning on a work night. Basically, it's just a whole lot of fun... and to us, that's what games are all about.



An intelligent journal keeps track of characters encountered and clues you've heard and automatically maps your travels.

SEE YOUR LOCAL SOFTWARE RETAILER OR CALL 1-800-INTERPLAY

ACTUAL IBM SCREENSHOTS SHOWN.

**Interplay™**

BY GAMERS, FOR GAMERS.™

17922 Fitch Avenue, Irvine, CA 92714  
©1995 Interplay Productions. Stonekeep is a trademark of Interplay Productions.  
All Rights Reserved.

SSP1



# OVER THE NET



The title screen of Bethesda's page suggests something beyond standard fare

## Bethesda Softworks Web Site

<http://www.bethsoft.com>

By Joe Grant Bell

Most commercial home pages are fairly interesting places to visit. Much like glossy catalogues, they showcase artwork and product descriptions, occasionally surprising you with a bit of extra design sensibility or a particularly well-used graphic effect. Interactivity, however, is very limited. You get to point and click to the areas that you're most interested in, but this amounts to little more than turning the page in a paper catalog (and often takes a lot longer...!).

Bethesda has done a good job of making their home page better than average. Though still under construction, its present incarnation hints at an exciting and dynamic Web page that will keep gamers occupied for extended periods of time. It's presented like an adventure game, each separate page being a different location in the kingdom of Bethesda. There's even a rudimentary plot - you must find out what happened to the people of the kingdom, as there's nobody in sight. At present time there seems to be no solution to this dilemma, but this will no doubt change very quickly...

Also intriguing is the use of registration and coinage. When you first visit the page you'll be asked to sign your name and provide some basic information about yourself. After completing a survey, you'll get ten tokens you can put toward the purchase of Bethesda products in the Emporium. It's not as fully developed as it sounds, but it raises the intriguing possibility of a fully articulated adventure game/home page complete with rewards for successful gamers, probably in



This ominous castle is one of several locations in the kingdom of Bethesda

the form of discounts on Bethesda merchandise.

Let's hope this page continues to grow and develop, and that other companies take the cue to give their own home pages a little something extra, beyond the bare minimum required for a run-of-the-mill sales forum.

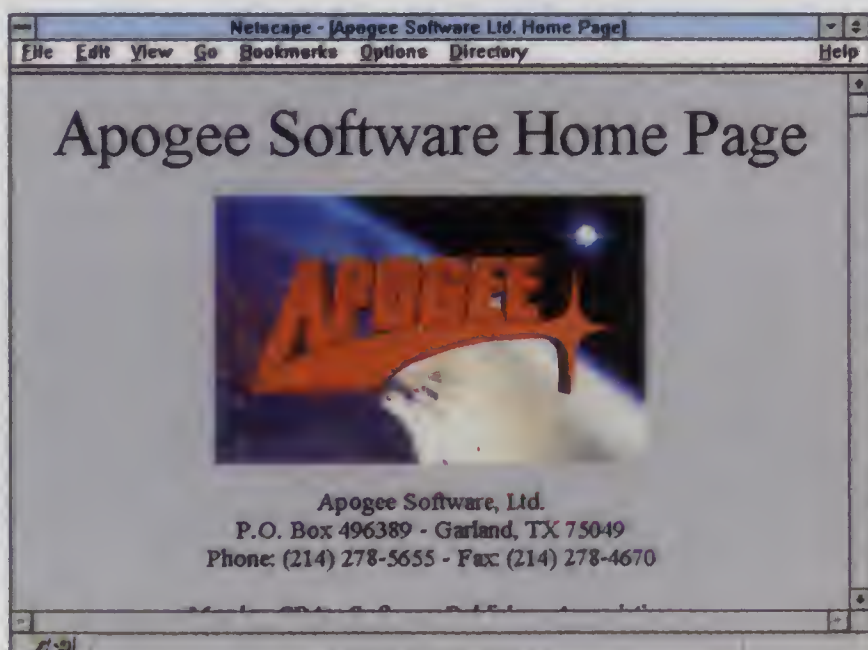
## Apogee and 3D Realms Pages

<http://www.swcbbs.com/>

By Joe Grant Bell

These two commercial home pages can be found on the Software Creations Web BBS, located at the address above. You will need to register as a user of the BBS (don't worry, it's free) and then you'll immediately be given access to these two areas, located under Author Pages.

Apogee is well-known to everyone as the pioneer of the shareware trilogy concept, whereby a game is designed in three parts, the first part marketed as shareware and the latter two parts are offered commercially. It's a great concept that works incredibly well if the game is popular, since it minimizes the overhead costs of marketing and distribution. And it's good for the gamer because



The Apogee home page

s/he can play the game extensively before plunking down any hard-earned cash.

Apogee and its relatively new creation, 3D Realms, both sport fairly minimal Web pages. Though low on graphic chrome, these pages are ideal for anyone who hasn't sampled all the collective efforts of Apogee and 3D Realms, and wants to download a batch of excellent titles (and quickly).

Also interesting is the news on upcoming titles. Much of Apogee's effort has been concentrated on 3D Realms recently, but a few quality titles like **Xenophage** will hit the market soon, and no doubt be appreciated by Apogee fans everywhere. 3D Realms, though short on finished titles boasts a fascinating panoply of upcoming 3-D games, including **Shadow Warrior** and **Duke Nukem 3D**. Both use the proprietary *Build* engine, which is essentially a **DOOM** engine taken several steps further.

More interesting than the purely technological feats of the Build engine are the fun and grotesque features 3D Realms plans to stick into each game. In a multi-player game of **Shadow Warrior**, for instance, one player might have his head chopped off by an opponent. In most games this would be the end, but in **Shadow**



Xenophage is one of Apogee's most anxiously awaited titles

**Warrior** it's promised that the other players will be able to kick around the severed head, forming an impromptu game of soccer, while the decapitated player continues to witness the action from the head's point of view. Some players will find this feature the ultimate in disgusting and juvenile nonsense, while to others it will be the pinnacle of gut-busting fun. It also used to really happen, thousands of years ago (and more recently in Rwanda). Take a look at the Apogee and 3D Realms pages and decide for yourself if this is your idea of fun.

## Bullfrog's UK Web Site

<http://www.bullfrog.co.uk/>

By Joe Grant Bell

Bullfrog has a small presence on the massive Electronic Arts home page that was mentioned in an earlier issue, but it's not very interesting. The Bullfrog home page at <http://www.bullfrog.co.uk/> is a little more complete, featuring more product information and an interview with Peter Molyneux.

This page is perhaps a little more self-congratulatory than most commercial Web sites: every sentence seems to mention Bullfrog's stellar track record, casually explaining why they're the greatest development team in the known universe. Coming from just about any other company these statements would seem laughable - but Bullfrog, along with a few innovative companies like *id* and *Origin*, is one of the truly Significant (note the capital S) teams developing games nowadays. *Origin* is significant for their technological advances and for the sheer amount of capital they're willing to invest in a game. *id* is significant because they popularized the Apogee model of distribution and brought a new level of mass popularity to computer games.

Bullfrog, however, is significant for the sheer innovation of their games. Say what you will about them, but it can't be denied that they continue to break ground by adding new twists to old formulas, and by developing completely original games.

That said, it's unusual that the newest offerings by Bullfrog look decidedly mundane: **Hi-Octane**, their new racing game, follows the old **Car Wars** formula, mixing cars and guns, while **Magic Carpet 2** is a fairly





Hi-Octane, a singularly non-innovative (but entertaining) game

straightforward sequel [not quite, says our reviewer...ed].

More interesting are several upcoming releases, including **Dungeon Keeper**, **Syndicate Wars**, and **The Indestructibles**. **Dungeon Keeper** looks like a blast, letting you play the role of the evil wizard who owns the dungeon rather than the do-gooder heroes who assault it. Network games will allow dozens of players to participate as either heroes who invade the dungeon or the wily keeper himself. I can't wait to get my hands on this one....

The **Indestructibles** is Bullfrog's first foray into super-hero gaming, and it will be fascinating to see what they do with the genre. Finally, **Syndicate Wars** will follow up (and improve upon) one of the most entertaining and underrated titles of recent years. So check out the Bullfrog home page - if you're like me, you'll have lots of fun just



Bullfrog's home page, in glorious technicolor

looking around and wondering when these great new games will hit the shelves.

## SSI goes on-line – traditional role-playing, action gaming and more

By Steve Wartofsky

The big multi-player news at SSI is that the company has plans to commit to a significant multi-player element in all of its future work (mainly involving as yet unannounced projects). The bigger news is that the company has negotiated with two major online providers (one of which is TEN) to handle the bandwidth and provide the technology for their online games.

On one end, for more advanced and traditional role-playing gamers, a version of the **Dark Sun** CRPG engine will be redesigned to allow for some real role-playing interaction. The new, on-line **Dark Sun** still takes place in and around Tyr, and stays up to date with developments in the **TSR AD&D 2nd Edition** paper-based **Dark Sun** gameworld. Players familiar with and involved in the paper version will be able to jump right into the on-line game without any breaks in continuity between the two.

In fact, one of the major advantages of the on-line multiplayer version of **Dark Sun** will be that the system will have invisible hooks to make it potentially updatable. The basic game will arrive as a series of designed quests and full scenario; but rather than having one, static set of quests and situations as the entirety of what the **Dark Sun** online engine can do, new quests and stories could be added on as players progress through the world. As the paper world evolves, the on-line version could evolve alongside it, to keep players synchronized between the two ways of engaging the **Dark Sun** universe. So future **Dark Sun** games are likely to show up, evolved out of the concepts presented in the initial release.

Another advantage that André Vrignaud, the project's director, sounds excited about is that for the first time, really, players will be able to determine how the designers of the gameworld expand and change what they have on offer in future games based on this engine. Should certain quests or scenarios or storylines prove significantly more popular than others as players work through the on-line world, the designers could respond to that fact by concentrating their next set of efforts on those most popular elements. Obviously, SSI have always been responsive to player input along such lines, but the immediacy of feedback and response should

make for a much more dynamic partnership between role-players and role-playing game designers in this multi-player system.

The on-line system has been in development for almost two years now; one of the issues the designers have been most intent on is making the multi-player version significantly more interactive than the single-player version ever was. This means concentrating much more on story, and on giving players entering the system a full, on-line introduction into the gameworld and situation. With multiple players working in the gameworld at the same time, all the strengths of traditional paper-based role-playing will finally be brought to bear in a computer gameworld, thus mitigating the hack 'n slash tendencies of the latter.

One minor but indicative example of this change in approach is the way Charisma will be handled in the on-line **Dark Sun** world; Charisma will now count. The possibility for conversation and interaction will be mediated by a player's Charisma stats, making analysis and management of same a much more important issue than it's ever been in previous **Dark Sun** games. Another change is that the Thief character will now stand a chance of being influential in the gameworld. Apparently the on-line interactive gaming environment opens up possibilities (which for now should be better left to the player's imagination) for this character previously absent.

Alongside the traditional strengths of SSI's commitment to this TSR-based role-playing game universe, the company will also be developing at least two other new games. One, tentatively titled **Assassin**, is a side-scrolling, real-time action game, bringing multi-player **Underworld**-like gaming to a side-scrolling perspective. All sorts of special effects – lighting and graphics hot spots and the like – will be optimized to give players both fast action and a gorgeous gameworld to work in, without any slowdown.

Another, tentatively titled **Necrodome**, will be moving into the currently trendy futuristic racing shooter competition ("High Octane and Wipeout here we come!"). Once more making careful use of the advantages of on-line multi-player interaction for this particular style of gaming, the

designers of **Necrodome** will be concentrating on guaranteeing a fast pace and a variety of multi-player options. Players will be able to go head-to-head, or team up together in a front-seat/back-seat mode in cooperative play.

Action games will actually prove the hardest to do across major on-line networks, according to Vrignaud; the latency (delay) and bandwidth (data transfer capacity) issues present in even the most sophisticated on-line environments can prove quite critical to the timing and success of the play design in a real-time, action product. Fortunately, both networks are apparently committing significant capital in the form of high-end network and server technology, insuring that players participating in SSI's on-line gaming will have some of the best hardware out there supporting their involvement.

Given the success of **Panzer General**, it's not really any great leap in speculation to suggest that some variation on same will also appear on-line alongside SSI's other initial projects. With this design, SSI can bring wargaming into the multi-player on-line community like no-one else currently out there; the structure of **Panzer General** (and its planned sequels) lends itself easily to this kind of play environment.

The commitments and the technology and the game design are already substantially in place; the only thing remaining is the conclusion of the game design, the tweaking of the technology, and the organization and design of the front end for players. With any luck, veterans of SSI gaming – and newcomers wondering what on-line gaming really has to offer – will both be pleasantly surprised with SSI's offerings.



Dark Sun is one of the first of SSI's new on-line offerings



## The P-51 Mustang: history in the making

By Richard Ordway

### The barrel roll in World War II combat and in Kesmai's Air Warrior

You are driving through the air in your P-51D Mustang at 15,000 feet over Germany. Suddenly, a glint of sunlight reflects off a rapidly oncoming airplane. Your heart pounds as you realize it is a German FW 190A. He is trying to kill you. Your breath comes in short gasps as you get ready for combat. Now what do you do? This article describes one maneuver which a real top gun graduate, Doug Schultz, of Stallion 51 (who currently trains people in the Mustang) recommends: the military barrel roll. Let us investigate why it should work, how to do it and then practice it against live, breathing opponents! We will do this in the on-line game of *Kesmai Air Warrior*. It has reasonably good flight modeling and real human opponents who frequently fly the FW.

First, why use the barrel roll against the FW 190? Initially, we need to investigate how World War II Mustang pilots discovered it. Pilots during much of aviation history knew what is now known as the modern barrel roll very well. However, it carries no name in early flying history. According to the book *Flight Fantastic* by Carson, until the 1930s pilots look down on the maneuver because it is a "sissy" maneuver. It is easy on the stomach. It is gentle and carries a positive force of gravity, almost the same as if you were standing on the ground. According to *Flight Fantastic*, the first European reference using the words "barrel roll" to describe the maneuver is in a 1937 Royal Air Force Training manual. As a result of this book, by the time Mustang pilots now reach flight school, the maneuver has become familiar to the aviation community.

According to the book *Primary Aerobatic Flight Training* by Medore, flight schools taught future Mustang pilots the barrel roll in training in flight schools. Some American pilots went on to use the barrel roll and its variations in combat. It is

especially documented in use by P-47 Thunderbolt pilots and, to a lesser extent, by P-38 Lightning pilots. Robert Johnson, one of the highest-scoring American World War II Thunderbolt aces, reports using it in his accounts to offset the superior horizontal maneuverability of German fighters. P-38 ace John Lowell describes in his accounts using vertical rolling tactics to good effect against German Luftwaffe super ace Adolf Galland as well. Such reports make clear that American World War II pilots used the barrel roll and its derivatives successfully while flying inferior horizontally-maneuvering airplanes. Now, why use the barrel roll from an aerodynamic point of view in the Mustang?

According to Doug, the Mustang is a vertical machine. This means that the Mustang maneuvers best in the vertical plane, with vertical maneuvers such as barrel rolls used to counter maneuvering in the horizontal plane (turning). According to *Kesmai Air Warrior's* performance tables (derived from actual flight tests), the Mustang and the FW 190A have very similar turn and climb rates, especially at low altitudes. The FW's trump card is its exceptionally fast roll rate, one which is about two times faster than the Mustang's. This gives it an advantage in the horizontal plane over the Mustang, which – according to flight tests – rolls 360 degrees in about four seconds. Conversely, the Mustang has a zoom climb advantage over the FW, according to a British 1944 flight test. Thus both the historical and aerodynamic evidence confirm that the Mustang should use vertical maneuvers (such as the barrel roll) against the FW.

Now, how do we perform a barrel roll when meeting a FW head on at the same altitude? Many sources besides Doug describe it. The books *Fighter Combat* by Robert Shaw and *Art of the Kill* by Pete Bonanni (both fighter pilots) contain detailed descriptions of it as well. The basic idea is to perform a barrel roll right over the top of the opponent. According to Doug, first we try to get a 30° or more angles advantage on the FW. So immediately before we meet, we try to perform an early turn in the



Diagram of a military barrel roll variation

horizontal and vertical planes. We turn early into him, as well as pulling up just before he passes. Our nose should be about 30° up as he flashes past. These are angles we will then not have to make up later when trying to maneuver onto his tail.

We pull up wings level (this is the most efficient way to do it, according to Doug and both books). If our wings are not level when we pull up, we will gain less altitude. We zoom straight up as we keep our wings level with the horizon. As he turns, we roll slowly to keep him exactly between our wings. This means in effect that we are turning in the vertical plane while he turns in the horizontal plane. We're also pulling towards him and are in the inverted position. This means he has to turn harder and bleed more airspeed, airspeed he won't be able to use later. As he passes under us, we start inverted and then pull and finish the roll down into his tail region. By now, he has wasted quite a bit of airspeed by turning and climbing. As we come down on him, gravity is assisting us to turn while gravity is fighting his turn. At the very least we now have a snap shot at him as he passes. At best, we have worn him down to the point he is out of energy.

Hopefully, we are gaining angles on him (getting closer to his tail region). If we cannot



Air Warrior FW 190A getting plastered

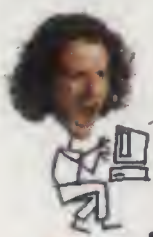


Air Warrior Mustang in a barrel roll



Air Warrior Mustang setting up an FW in barrel roll





Yeah! Check out the INN Web Site at <http://www.imaginationnet.com>

There's more where that came from rookie!



Hey, check out the free INN software on the CD-ROM in this mag!

**YOU THINK YOU'LL JUST RAM IT INTO THE  
END ZONE, ONLY THAT MICROBIOLOGIST  
FROM FRESNO STUFFS THE PLAY SCREAMING  
"NOT TODAY, TOUGH GUY!!!"**



This isn't just another football game.  
This time it's personal.

Join thousands of other members on the ImagiNation Network (INN), where you'll play against each other rather than mindless microchips.

Match wits against another "coach" using real NFL players and actual '94-'95 stats. Make strategic player substitutions and see the action from up to nine viewing angles.

Dang! Who's that new quarterback?

No wonder Front Page Sports: Football has been named the *Premier Sports*



AT&T

*Game of the Year* by Computer Gaming World for the last three years. So check it out. It's easy. Just call us at 1-800-IMAGIN-1, ext. 979 to get your free INN software.

But Front Page Sports: Football Online isn't the only game you'll receive. You'll also get classic card, board, fantasy role-playing, sports action, flight simulation, and "edutainment" games. Come on, hot shot. Are you INN or out?

**FRONT PAGE SPORTS**  
**FOOTBALL**  
ONLINE

**IMAGINATION!**





maneuver onto his tail yet, we can repeat the barrel roll maneuver several times and continue to wear him down. Eventually, we should be able to get on his tail. *Art of the Kill* describes an alternative method to pulling back up continuously and repeating the barrel roll. It describes an early turn as we come down on the bandit followed by a level turn. An early turn means simply starting our turn before we pass him. After the early turn we try to put out lift vector on him (take a perpendicular line to the fuselage straight out the top of our canopy and point it at him).

How does this work against a real person in an FW190 in **AW**? Many people fly the FW in **AW**. So finding one alone while playing online is not too difficult. There's one! He is below us. We dive down to his altitude well in front of him, for testing purposes. To further test the maneuver, we reduce our airspeed to our maximum level speed of 300 knots (this is not what you want to do in real combat! You want to save your energy as much as possible). We turn early into him and raise our nose before he passes. Good, our nose is about 30° up as we merge. With wings level, we pull up, at about 5gs on the G meter. We find him quickly in the rear views and keep him in view. He is almost directly below us. As he drifts to the right in our rear view, we roll the Mustang slowly, to keep the FW in the center of the rear view. At the same time, we pull our nose down towards him. He disappears out of all rear views. We change quickly to our front 45° up views and find him again. As we descend on him he flashes past, but at an angle. We are getting angles on him (now you know what that means)! We give him a snap shot, then level our wings and pull up again. Our speed is again close to 300 knots. We repeat the barrel roll maneuver two times. Each time, we get closer to his rear quarter. Sure enough, on our third pass we are smack on his tail. He is wallowing close to the stall! One final burst and he explodes into a thousand satisfying pieces.

We repeat this, over a period of time, against four different FWs (you can tell by looking up the tail numbers of those you shoot down in **AW**). One time, it only takes one single barrel roll to end up behind his wallowing, shuddering FW. Another time, the FW manages to meet us almost head-on every time, until he finally runs out of altitude. Then he too falls wallowing to the Mustang's guns. Surprisingly, the barrel roll maneuver works every time we try it against the FW. It is possible that against a very experienced FW driver it will not work. However, given enough time (and without interference by other planes), it has worked perfectly so far.

Yet another example of real world tactics working appropriately when applied to an accurate flight simulation. Now go and blow 'em away with **AW**!

## Confirmed Kill graphics make quantum leap in quality Mac release due in November

By John Nolan



**Confirmed Kill** will see a new version, .92, in the first week of October. Robert Salinas of *ICI* announced that this version will incorporate a totally new graphics engine. Working with *Graphics Simulations* of Dallas, *ICI* ported the graphics engine from the Macintosh based **F-18 Hornet** to DOS, and applied it to **CK**.

The results are astounding. A 486/33 with an ISA video card will now run the hi-resolution 640x480 art at over 20 frames/second! A 486DX2/66 will run the previously unreleased 1024x768 artwork at 20+ frames/second. With the old *Domark* graphics engine, a Pentium with an S3 video card was required to run the 1024x768 art. Salinas said the new graphics have made the 320x200 low resolution art obsolete; it will no longer be used.

*ICI* says the new graphics are incredibly clear, and allow new levels of detail. Colors are sharp, shapes crisply defined and flicker is gone. The current terrain is from **F-18 Hornet** and covers the Hawaiian islands. When you fly close to the ground you will begin to see a few tall trees; go lower and you will see even more trees. If you cruise the beaches low enough you'll see sun-bathers and windsurfers. This terrain is not 3D, as was the *Domark* terrain. However, work has already begun on **CK**-specific, highly detailed, 3D terrain using *Silicon Graphics* machines.

This .92 version will also allow "object linking." When you close on a P-38 which is loaded with bombs or rockets, you will see these objects



beneath the wings. Those of you who like to fly strike missions are thus now going to be wearing a sign saying "easy meat" to the interceptors. You might want to get real familiar with jettisoning ordinance in a hurry.

The first week of November should see a release of yet another update of **CK**. The biggest news in this release is that Macintosh users will now be able to join in the fun. Since the *Graphics Simulations* engine was originally for the Mac, the transition was a no-brainer. Mac users will enjoy all the features that are available to their PC equipped fellow aviators. This version will include the first fifteen planes with updated, correct flight models. *ICI* has not been completely satisfied with the modeling of a few of the planes, particularly the Spitfire, ME-109 and the F4U Corsair. They knew of the problems, but simply did not have the resources to address them. So *ICI* recently increased the staff from four to eleven people. These new members of the *ICI* team are all programmers and artists.

The only possible downside to the termination of the *Domark* contract is a probable delay in the release of the "stand alone" **CK** boxed set. *Domark* had hoped to have it in the stores late this year. While *ICI* confirms that a boxed set is still in the plan, no release date has been coordinated with *Graphics Simulations*.

This new graphics engine is really good news. It will vastly broaden the player base and greatly improve the visual aspects of the game!







*The Pro Throttle*  
20 programmable functions



*The Pro Throttle*  
14 functions.  
Programmable when used with the Pro Throttle.



*The Pro Throttle*  
4 button joystick



*The Pro Throttle*  
20 programmable functions. Makes other standard joysticks programmable as well. For Mac and PC.



*The Pro Throttle*  
12 programmable functions

OK, so the **NEW** F-16 Series costs a little more than the cheap stuff. But this is war. Program all the functions you want. Add a throttle and fight with both hands. Get a grip on the most advanced, sensitive flight instruments you'll ever use. Or get accustomed to getting missiles up your tailpipe.

And there's even a three year warranty.

CH PRODUCTS 970 Park Center Drive Vista, CA 92083 Phone 619 598 2518 Fax 619 598 2524  
http: www.chproducts.com • America OnLine: CHProducts@AOL.com • CompuServe: Go GAMEPUB PRODUCTS



# I HATE CRITICS!

I really hate movie critics. I always like what they hate. They only like the most obscure and weird foreign films, or arty films by hip "Hollywood outsiders." Whenever I read a bad review I think, "That's the movie for me."

Have you ever heard yourself utter these words to yourself as you're watching some fat guy argue with some bald guy about the artistic merit (or lack thereof) of *Waterworld*? Have you said to yourself, "Y'know, they hated this thing and I really loved it... it was pure escape and a lot of fun... I mean, it wasn't serious... blah blah blah?"

So, let's say you loved *Waterworld*, finding it to be "perfect escapist, brainless summer fun, with more action than any movie you've ever seen." The critic says, "It's a tired rehash of *The Road Warrior* and the thousand films that followed it, featuring a plot with holes so big you could pilot the *Exxon Valdez* through them and a script that seemed as if it were market researched rather than written. In a word, it sucked."

So who's right? Of course it's just an opinion, so there's no right or wrong answer. What happens is that you, the viewer, see X number of films per year. Those X may be quite different or quite alike, but they probably don't approach the amount seen by the critic. Because the critic is forced to see every single film, they begin to see all of the similarities between films A and B, and because of that they tend to praise any film that breaks away from the norm, hence the critical acceptance of those quirky foreign films.

Anyhow, because the critic is jaded over the similarity of every big-budget, marketing driven film that oozes out of Hollywood, they lose total sight of how it must be like seeing this film if it's the only film you can see this year. I mean, if I've just watched *The Road Warrior* and the hundred other movies just like it, and then go see *Waterworld*, sure it'll look mighty stupid and derivative. If it's the only film you've seen, it's probably pretty damn cool.

Which I think brings us to the point of all of this incoherent rambling (hey, it ain't called *Road to Nowhere* because it's supposed to be deep, meaningful and focused). Game reviewers are the same as movie critics. When you see every game you start to see the trends developing – copycat plots, budgets by committee, no innovation or experimentation... in effect, stagnation. The big companies release these heavily market-research and derivative games with huge budgets and they're eye-candy for newbie gamers with short attention spans. The large budgets mean they *can't* experiment like *Infocom* did back in the old days. They have to be as commercially viable as possible in order to appeal to the largest number of people.

This, I think, is what happened to *Phantasmagoria*, but I noticed with some amusement the first people on some of the on-line services praising it for exactly the things I took it to task for in my review in last issue. They liked the plot and the acting. As



**Ecstatica** – wonderfully warped and weird = no sale

I'm reading these messages I wonder if they've played the same game I've played, or if I'm flat-out *wrong* with my opinion of the game. Perhaps they were some of the newbie gamers *Sierra* were attempting to bring into the fold with this mass-market product? If they are, then I suppose they've succeeded.

As the traffic started to pick up on the game there were finally people making many of the same arguments that I made. But many people were responding to these people by saying, "You take this too seriously... I just play these things for fun... it's only a game." If we're ever content with these things being "only a game," then we might as well pack it in today. Some people out there want to create art, don't they?

But *Phantasmagoria* will probably sell a ton of copies, more than games like *Buried in Time*, *Sam & Max* or further back, the critically acclaimed "best game of 1994 that no one bothered to buy because it was too weird," *Ecstatica*. This poses some interesting questions. Will gamers see *Phantasmagoria* and think it's really cool and that every other game should be like it (and be disappointed when they invariably aren't, which is known as the *Myst* phenomenon)? Will designers look at the fact that it will sell a ton of copies and just be content with creating formulaic games just like it (this is also known as the *Myst* phenomenon)?

So what did this have to do with critics? I dunno, but I've actually always *loved* movie critics and usually agree with their opinions. It's game critics I disagree with... but then again I'm totally jaded and cynical, so take whatever I say with a grain o' salt. I do take

these things seriously, I see every game that comes out and I can't experience the game like it's my first or one of the three that I'll buy this year. In effect, I'm not you. But if it's just like the twenty other I've played this year, you'll be the first to know.

Steve Bauman



**Phantasmagoria** – it's a smash hit with many gamers, just not this one



**Sam & Max** – utterly brilliant, but not quite commercial enough





# ANVIL of DAWN™

IN A WORLD BESIEGED BY EVIL...  
CAN A TRUE CHAMPION BE FOUND?

- Ultimate Role-Playing Adventure
- Invisible Full-Screen Interface
- Real-Time Combat
- Cinematic Sequences
- Smooth Character Movement

**NEW WORLD COMPUTING, INC.®**

Check out our hot new Web site at:

<http://www.nwcomputing.com>

**DREAMFORGE™**  
ENTERTAINMENT

Available at your local software  
retailer or order direct from New  
World Computing at 1-800-251-9607  
(818-591-4136 outside the U.S.)  
or by mail: P.O. Box 4302  
Hollywood, CA 90078-4302.

© 1995 New World Computing, Inc. Anvil of Dawn is a trademark of New World Computing. New World Computing and its distinctive logo are registered trademarks of New World Computing, Inc. New World Computing, Inc. is a wholly owned subsidiary of NTN Communications, Inc. All rights reserved. IBM screens shown. Actual screens may vary.

All other trademarks belong to their respective holders.

Reader Service No. 101



# BOOTS OF RE

Ol' Unca Andy's mythical Inn and spell of last resort for solving adventure puzzles. If all else fails, just re-boot ! Heh-heh...



Digging up bones in *The Dig*. Notice the blob heads and dots for mouth and eyes?

**B**ash, Bat and Wild (otherwise known as Bashed, Battered and Bewildered) are now happily battling the monsters of *Thunderscape*, the final version of *Mordor*, and *Dungeon Master 2* when they're not tending to their duties at the Inn. Bat has temporarily put aside his pistol and P. I. license to wear armor and carry a Vorax. There are more monsters than ever to bash and batter. Things are looking up in CRPGdom and booting demos of future adventure and CRPG releases, it's soon clear that things are only going to get better.

## The future's so bright, I'll have to wear my shades!

The bad news: *The Dig* demo has graphics dating back to early LucasArts games, in which characters have generic blob heads with dots for eyes and mouth. Ugh! But the story is intriguing and the game play is exciting. There are FMV cut scenes, too.

The good news: CRPG fans looking for razzle-dazzle graphics and interface can look forward to Sir Tech's *Druid* and especially New

World Computing's smooth-scrolling *Anvil of Dawn* (designed by DreamForge). What else? Interplay may finally release *Stonekeep*!

## What's in, what's spin

*Buried in Time* is now a popular adventure, with many of its fans claiming it's ten times better than *Myst* (because of its superior science-fiction story, integrated puzzles, smooth animations and outstanding graphics). It may also be like *Myst* in that it freezes frequently on some computers. *Star Trek: The Next Generation* and *Space Quest 6* each have loyal followers, and some who say that *ST:TNG* is just a too short, average adventure; and that *SQ6* isn't the best of the series.

The reactions to *Dungeon Master II*, one of the major role-playing games released this year, have been very controversial. It isn't enough like *DOOM* for some of the Newbies or it's too arcade-like and not enough like the original *DM* for some of the older fogies. Still, some of we old fogies and



*Anvil of Dawn* has outstanding scrolling graphics such as the trip to this dock

Newbies are enjoying it very much and recommend it to those with similar tastes.

## From beyond the pail

Ian Sabine is an avid *Boots* reader from England who was nice enough (after I begged on hands and knees) to send a copy of an adventure he authored called *Curse of Enchantia*. I read a very favorable review about it, but my mail-order supplier no longer had it in stock. Thank you, Ian, I've been looking forward to playing the game for over a year, now! Ian has also contributed a few typical English good-bye phrases for this column (again begged for on bended knees). I'm using one of them this month, and may sneak in others later coming... Oh, oh, oh! If your country has any unique ways of saying good-bye, please send them to me!

W. H. Willett (P. O. Box 301, Lewisport, KY 42351) needs some help on two games I've never played. If anyone can help him get the key to the music box in *Cruise for a Corpse*, please write to him. He says he's "fooled with this for about two years" now. He'd also like to know how to get by the cops in *Dark Half*. His walkthrough says 2,2,2,2,1,3 but that puts him in jail.

Karman announces that Karman has just signed up for a two year subscription to *Strategy Plus*. I thank you, the editors thank you, and most of all, the publisher thanks you, Karman.

## Kingspoint for Windows

Goldtree Enterprises has changed its name to *The Role-playing Software Company* (504-455-7678). The company intends to make the latest multimedia technologies available to the pen and paper role-player. **Kingspoint for**



Outstanding graphics in *Buried in Time*. That fruit looks good enough to eat, doesn't it?





This Kingspoint image isn't all bad. He's kind to animals

**Windows** is their latest software package (CD ROM) designed to do so. It's a Data Manager, Game Master's Assistant, Creativity Tool, Custom Dice Form Manager, NPC Behavior Editor and more. It's a living city, making it easier for a Master to immerse players in an exciting city adventure, complete with Population Flow, Weather, NPCs, Events with Sounds and Graphics, and Random Encounters. The Game Master can import both graphics and sound files into the system and attach them to characters, locations and occurrences in their campaigns.

What can I say? It's a niche product which will only interest a few. It's not for the regular CRPG crowd, but could be a very friendly tool and companion for you Game Masters who want to spice up your next role-playing campaign.

## Malice in the palace

Some people describe the process of improving the physical statistics of CRPG characters as *character development*. It's not, it's *character building*. Character development is a literary term used to describe the *non-physical* (often moral) changes front-rank characters undergo during the course of a long story. Characters can and should *learn* from their experiences. There is little time in short forms of fiction for full character development, but that doesn't preclude characters from having a *realization* which may lead to change. The better adventures and CRPGs not only have *characters* reach such realizations, but also the *player*. There is a point in *Pool of Radiance* when the player's party and the player find out that the man who hired them is evil, and they must then choose a moral course of action. D. W. Bradley forces characters and players to choose to be moral or immoral all the time in **Wizardry VI and VII**. Raymond E. Feist is a superior fantasy writer who uses character development to highly enrich **Betrayal at Krondor**.

## The Orion Conspiracy

*This space opera mystery has a decent enough story, but is slow going and takes a lot of patience to play. Still, it's pretty to look at and the dialogue's excessive profanity is funny, if wearing.*

First, extend your visit to have time to investigate. Find Brooks, the Shuttle pilot, on the second floor and get her to play basketball with you. Follow her to the first floor Gym, but go past the Gym into the locker room to steal her



Getting the wirecutters from the shed in The Orion Conspiracy. Pretty Hydroponic Garden, ne so des' ka?

ID and D Elevator passcard. Then go to the Docking Bay on level D3 and use the ID in the Navigation Computer, erasing its memory.

Now ask Ruth Bernard on D2 about Danny's death. Talk to Meyer (to the left of Transport Pod Airlock on D2) about the energy flare Bernard mentions and he'll talk about the concussion charge. Ask Rowland (back in Bernard's office) about the concussion charge and he'll bargain for some of Chandra's (the cook on B4) blueberry pie.

Get the idea? You have to run around, up and down elevators, in and out of rooms in many long hallways to find everyone you have to question, picking up any stray objects you see along the way.

Challenge Chandra to make his best dish. Freeze a rat in the Catacombs (you'll need to place the lamp in front of the rathole when the rat is outside and use the Fire extinguisher from the engine room) and put it in what Chandra serves you. While Chandra is busy, grab the pie. Give the Blueberry pie to Rowland (now in his quarters on B3) to find out Raman was working with Concussion charges. Confront Raman to find that Charges are listed as Gauge 3 Wrenches in the stock inventory. Get old inventory from storeroom. Ask Susan LaPaz for the newest inventory. Compare. Ask LaPaz who has access to the Armory.

To get past Doctor Chu so you can look at the medical records of the crew to find out who could have stolen the Charge, tell the hypochondriac Rowland that he is looking ill. While Chu is busy with Rowland, access her computer to find that Ward was having Surgery and LaPaz is pregnant. Use that information to pressure LaPaz into giving you the key to Danny's effects. Use the key on the cupboard in his room to get his possessions (do not let Devlin leave the room until the cut scene ends). Search the possessions (take paper clip from the letters and the photo; look at the photo) and find that Danny's lover

was Steve Kaufman. Cut scene next, with Kaufman ending up murdered and you confined to the Observation post. Block the air supply to get out (station computer will override the lock). Dismantle the telescope. Unscrew the wire grill with the lens and put the tube in the duct. Block the tube with biscuit from ration pack.

Meet with Gates outside the elevator to find out you have a friend. Go to the Hydroponic Gardens (at the end of the D2 hallway) and take the wirecutters from the shed. Go to the Transport Pod and look at the strange cocoons. Chu reveals herself to be an alien and kills Gates. You escape to the Engine room. I'll be back with the rest of the story next month. Heh-heh.

## Allaha ismarladik or come back when you've got less time (Turkish and UK good-byes)

I'll be back next month with more piquant, prudent proddings. In the meantime, request assistance in solving adventure puzzles from Unca at *Strategy Plus* or 71202,3451@compuserve.com.



Andy Backer



Guard in Curse of Enchantia: How's ever'thin' hangin', bro'?



# Fade to Black

**D**elphine Software has done some pretty impressive work in the past on story-based run and jump games like **Out of this World** and **Flashback**, but neither match the synergy of action and adventure like their latest, **Fade to Black**, which literally takes a new perspective on the genre. The game places you once again in the shoes of the world's only gun-wielding, Arnold-esque scientist on the planet Conrad B. Hart. The world has gone Morph-mad, as a group of beings who can adopt any shape have taken over the universe. You are captured by them and once you escape from your prison with the help of the resistance, you decide to join the rebels and take on the Morphs through six huge levels (with multiple missions on some levels).

What separates **Fade to Black** from other like-minded games is the true 3D world. While on the surface this game may look like **BioForge** or **Alone in the Dark**, it in fact shares more in common with **DOOM**. It doesn't use a first-person perspective, but instead features a free-floating camera which tracks the player (it's usually sitting over your shoulder). It follows the player through the various rooms and hallways, occasionally jump cutting but often panning and swirling around. It's only mildly disorienting, and since the positions aren't fixed the way they are in **BioForge**, you have fewer problems with targeting the enemies and figuring out your spatial relationship to them.

The design of each level is exactly like those found in **Flashback**. You enter a level, find a bunch of closed-off areas, shoot some creatures and find keys and such that unlock those closed areas. Each mission has a goal; the steps needed to get to it are completely linear. This doesn't bode well for replayability, but then again the original play-through is long enough to make you feel you've gotten your money's worth.

Part of the difficulty of the game is due to the control method, which is quite complex. The game can be played with the joystick, mouse or keyboard, with a combination serving the game the best. There are a large number of things to do – you can walk, run, jump, crouch, look left, right and to the back, draw your pistol, aim, fire and God knows what else. Part of the appeal of the game is that you *can* do any and all of these things, but the control scheme takes a bit of



Here's a scary sight – this particular Morph comes running at you, ready to impale you with a giant claw

practice. Oddly enough, an advanced joystick like a **Flightstick Pro** or the **Microsoft Sidewinder** work best here, with their hats allowing you to look around easily; unfortunately, they don't offer precision aiming when targeting the Morphs. The inventory management is beyond bizarre, with the <shift> key selecting items and tab moving between them.

The game uses texture-mapped polygon graphics for everything except the cut scenes, which are completely rendered (someday someone will realize that if they'd do the cut scenes in polygons too, the graphic look would be consistent). This makes the game look somewhat dated until you actually play it. Once playing, however, you realize this is incredibly cool technology which does a lot to make the player really feel like they're *in* the game, instead of just observing it.

**Fade to Black** is a thoroughly engaging game which manages, despite its tricky control scheme, to keep the player glued to his or her mouse (or joystick, or keyboard, or combination thereof). The game generates the same sorts of feelings you get playing **DOOM**, like when you can only take one more hit, there's a door in front of you, and you just *know* that there's something really nasty behind it. You open it, and are faced with... nothing. You walk in the room, look to the right and come face to face with... a wall. You breathe a sigh of relief and relax. You turn around... oh oh, you're face to face with a Morph who has this giant claw-like



Look left and right whenever you enter a room – the Morphs love to sit in the corners of rooms, waiting...



Make sure to look in all of the cabinets, as they usually hold keys and additional ammo

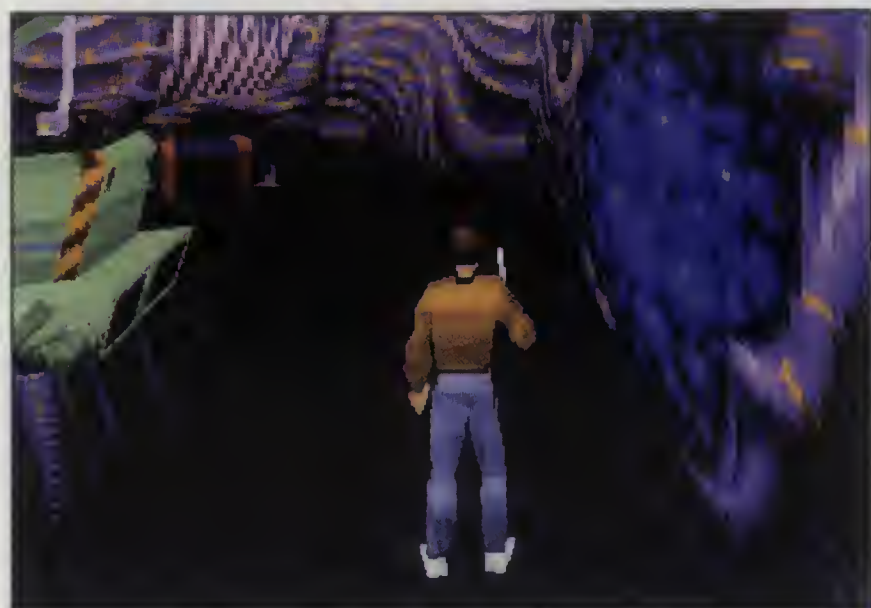
thing which then shish ke-bobs you.

Who would have thought games could generate real tension and excitement? **Fade to Black** proves it's possible, and stands head and shoulders above popular favorites like **BioForge** and **Alone in the Dark**. It's satisfying more as an action game than an adventure, but has more story than **DOOM** and its ilk. And it's better than that one, too.



Steve Bauman

Designed by: **Delphine Software**  
Published by: **Electronic Arts**  
Platform: **DOS**



Yow. Who did their interior decoration? Makes you wanna puke doesn't it...



The gamers' best friend – this thing re-energizes your shield

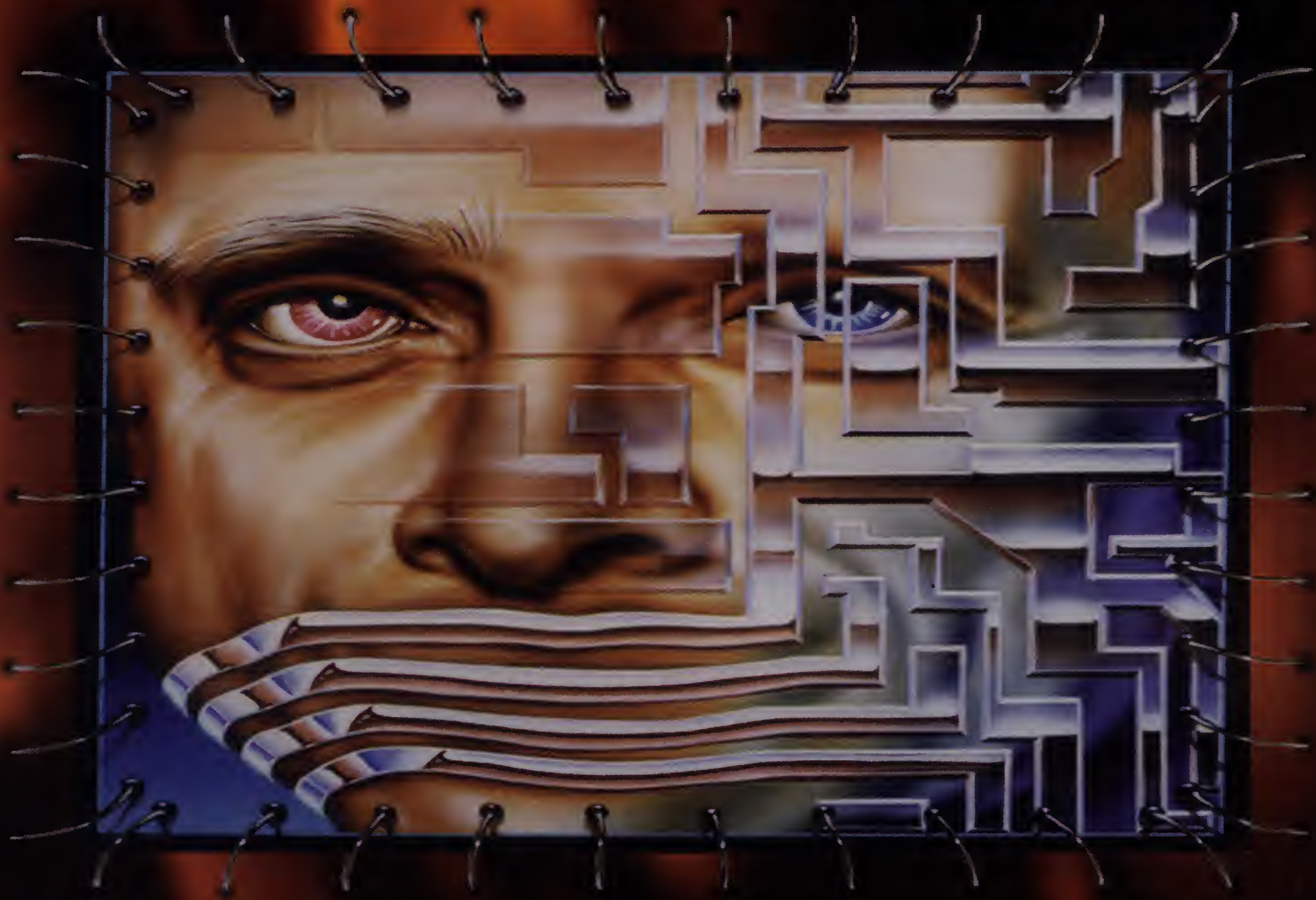


Here come the Morphs! Morph me an Uzi...



# HARLAN ELLISON

## I HAVE NO MOUTH. AND I MUST SCREAM



**FIVE DAMNED SOULS:** Trapped in the bowels of an insane computer for the past hundred and nine years ■ Gorrister the suicidal loner ■ Benny the mutilated brute ■ Ellen the hysterical phobic ■ Nimdok the secretive sadist ■ Ted the cynical paranoid



**ONE CHALLENGE:** The adventure plunges you into the tortured and hidden past of the five humans ■ Delve into their darkest fears ■ Outwit the master computer AM in a game of psychological warfare ■ Disturbing ■ Compelling ■ An adventure you won't easily forget !!!



Summer 1995  
For MS-DOS,  
and Macintosh

CYBERDREAMS®

Reader Service No. 40

23586 Calabasas Road, Suite 102, Calabasas, California 91302 Telephone (818) 223-9990

Cyberdreams is a registered trademark of Cyberdreams, Inc., Artwork© 1995 Barclay Shaw.

I Have No Mouth, and I Must Scream Copyright© 1967, renewed© 1995 by Harlan Ellison. Screen shots© 1995 Cyberdreams, Inc.

DISTRIBUTED BY

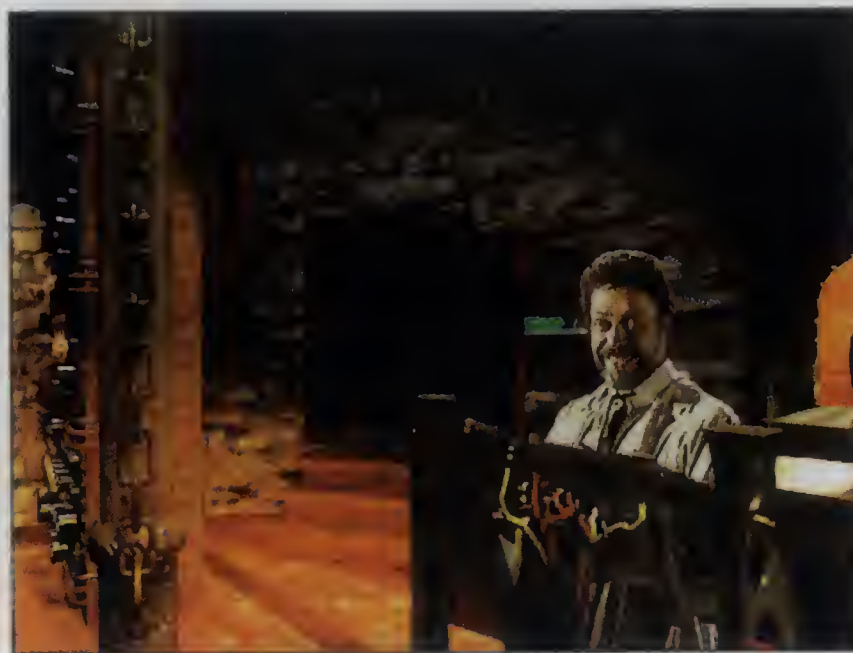




# Frankenstein: Through the Eyes of The Monster



Talk about waking up to the morning after...



Tim Curry's humorous comments will turn darker



This is NOT a game for the squeamish or children

As a Mac user this is sacrilege, but I never cared to play **Myst**. I went through its demo and thought, "pretty pictures, nice music, big boring empty world." *MacPlay's* advertisements for **Frankenstein** are aimed squarely at **Myst** enthusiasts, hyping its photorealistic graphics, "in the tradition of **Myst**," repeatedly. Fortunately, **Frankenstein** retains all the visual and audio appeal of its mentor and then goes on to fill its world with foreboding, ironic characters and situations. In short, it's **Myst**, deliciously rendered from the dark side.

The game begins, as the credits are rolling, with you as the "monster" remembering your arrest and execution for the alleged murder of your daughter, Gabrielle. As the first in-game screen appears you're flat on your back, looking up at storm clouds. Tim Curry as Dr. Frankenstein is bending over you and raving about his success in creating "LIFE!"

Curry continues to cement his position as the leading actor in multimedia computer games. His initial humorous and ironic deliveries turn slowly and steadily into the ranting of a psychotic maniac. Dr. Frankenstein is intent on achieving his grandiose aims, literally on the blood and bodies of others. His performance is convincing enough that after playing the game, I'd be tempted to land my best right-hook on Curry if I met him on the street! On a very positive note, the video-capture of the interaction with others you meet includes their whole body and their movements. This is a welcomed change from the "talking heads" approach taken by many other multimedia adventure games.

As the monster, you'll meet a satisfying number of other characters. Most will be foes, intent on your destruction. Not only will you have to avoid Frankenstein, but there will be armed villagers chasing you in classic movie fashion. There's also a number of sympathetic friends to help you. One is a severed animated hand named Dirt, who initially invites destruction because of his grotesque appearance, but later proves to be indispensable.

The game continues as an adventure and detective story. You will have to try to escape from Dr. Frankenstein's castle while simultaneously thwarting his plans. The interface uses a simple and elegant form of object manipulation. Just click on items on the screen or on items in your inventory satchel to solve the many puzzles and situations.

The puzzles vary in difficulty, but overall this is a hard game. The castle includes a vast area with many secret tunnels and settings to explore. Solutions to puzzles often involve coordinated actions taken in several distant places. The game is non-linear in the extreme with very little built-in direction. Veteran adventurers will be in heaven, but the less dedicated player will be screaming for the hintbook.

The graphics of **Frankenstein** are beautiful, albeit malevolent. They easily rival any in the **Myst**-genre. The castle captures the atmosphere of the old movies and the more recent revisionist takes on Shelley's story. There are several scenes designed to provoke a strong emotive reaction. One especially effective sequence occurs after experimenting with the Doctor's reanimating process and watching one's vomited food crawl away....

The music and audio match the standard set by the graphics. Like a well done horror film, the music has its most impact at times by its absence. Some of the most frightening sequences take place in wonderful silence.

**Frankenstein**, unfortunately includes the obligatory fine-motor test with the successful response being dependent on the player's hand-eye coordination. This is further complicated by slow cursor response in older 040 Macs. To a lesser extent, there are times when the player will need to "exit stage left or right" from an angry peasant with a firearm by a quick click to the side of the screen. There are also several tiring maze-sequences that will have players wearily reaching for graph-paper.

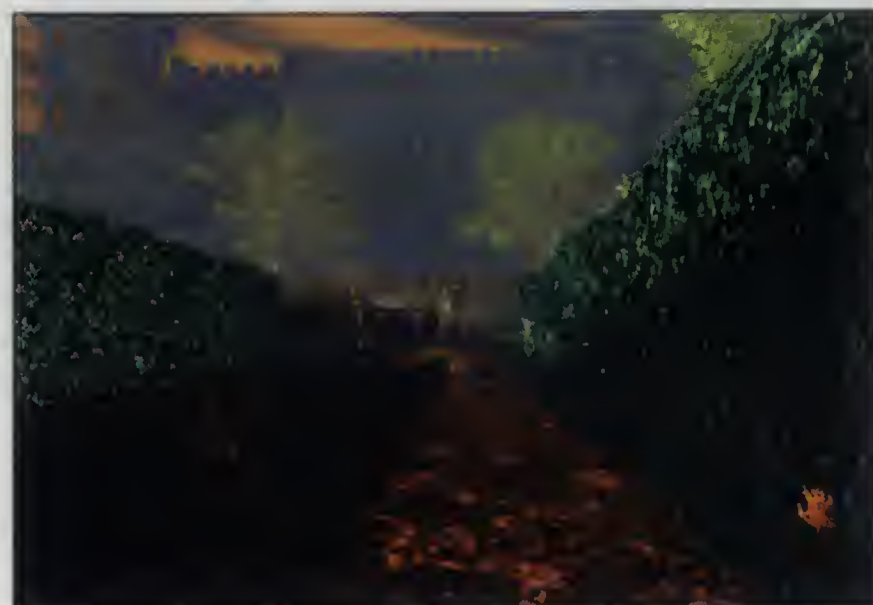
The game itself appears remarkably clean for an initial release. I only experienced one random crash. On an aging 040-Mac the game played acceptably well, except for the problem noted above. **Frankenstein** is also provided in native-code for owners of Power Macintoshes.

Although **Frankenstein** may be too much of a monster for novice players to tackle without a hintbook, there are enough challenges and plot twists to keep veterans grinning maniacally. It's a wickedly delightful horror and detective romp that's just what the Doctor ordered!



Chuck Klimushyn

Designed by: **Amazing Media, Inc.**  
Published by: **MacPlay, Interplay**  
Systems: **Macintosh, Wondows**



The game's graphics capture the atmosphere of both the older and revisionist versions of Shelley's classic



You'll have to use many of the Doctor's inventions to finish the game



Time to EXIT stage right!

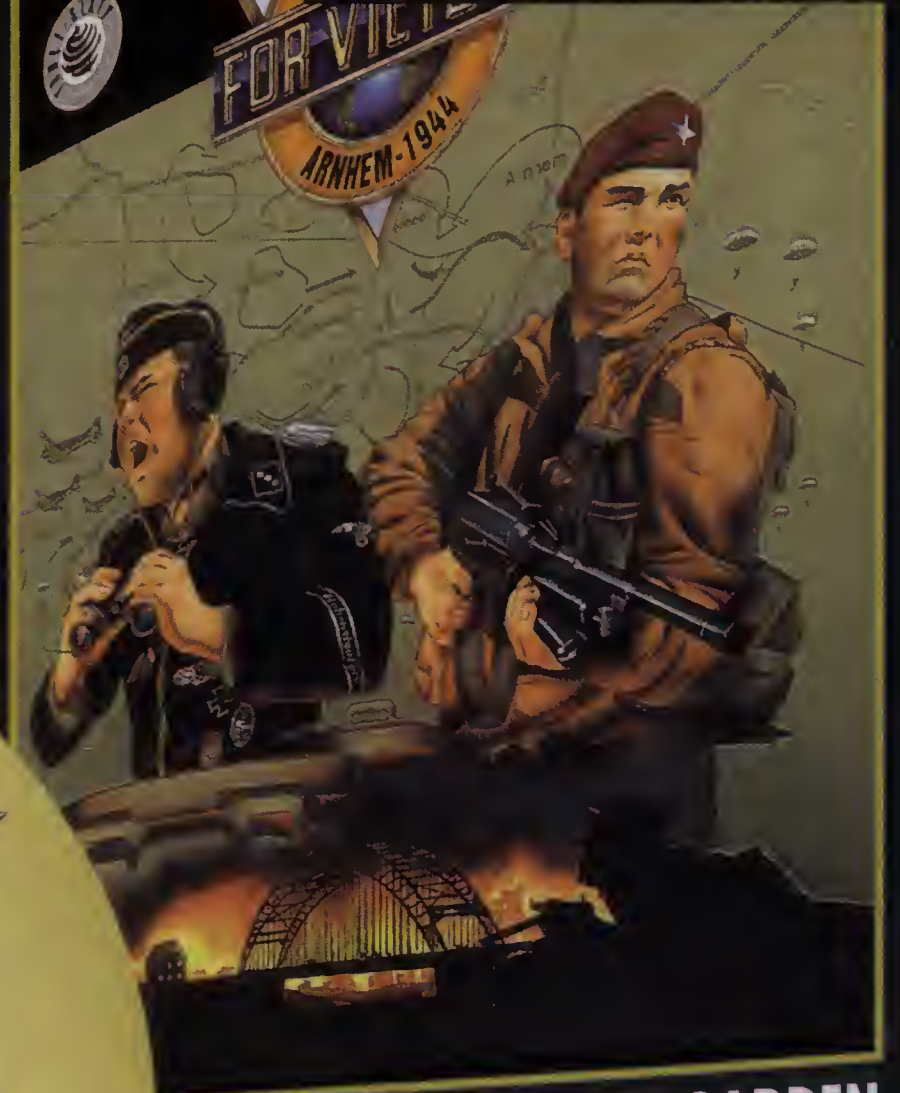


# THERE IS NO SUBSTITUTE FOR VICTORY!

The V for Victory Series has set a new standard for computer wargames. Now available as a complete set on a single CD-ROM, it is the most popular and realistic simulation of large-scale WWII ground combat ever produced. Remarkably easy to learn and play, historically accurate and extremely sophisticated in wargame modeling techniques.

Choose to command the American forces at **UTAH BEACH**, Normandy, 1944 or the British front at **GOLD•JUNO•SWORD**. Play both sides of the battles. Counterattack with German Panzer Divisions against the heralded 101st Airborne Division. Lead a British contingent at **MARKET GARDEN**, Holland, as you try to capture the bridges across the Rhine. Join the Russian front at **VELIKIYE LUKI** to secure strategic railroad routes from the Nazis.

- Plan your own air-land-sea battles
- Easy to use boardgame-like interface
- Computerized staff assistant
- Limited Intelligence option simulates the "fog of war"



UTAH BEACH

VELIKIYE LUKI

MARKET GARDEN

GOLD•JUNO•SWORD



**Our Medals of Honor**  
V for Victory boasts an incredible list of awards including multiple Wargame of the Year and Best Strategy Game of the Year awards from a host of published reviews by gaming experts.

**ALL FOUR  
GAMES ON  
ONE CD-ROM!**



Visit Capstone  
On-line: America  
Online (Keyword  
Threesixty); Compuserve:  
Game Pub A+Forum; Web Page  
Site: <http://www.gate.net/~intracor/>. Or  
call Capstone's BBS (305) 374-6872.

MAC CD-ROM

**INTRACORP**  
INC.

V for Victory® is a registered trademark of Intracorp, Inc. The V for Victory® software is © Atomic Games, Inc. All rights reserved. All other copyrights and trademarks acknowledged.

IBM CD-ROM



# Lords of Midnight

**M**any fantasy adventures and role-playing games are extremely linear in nature. All too often the gamer finds himself in yet another cramped dungeon or bothersome maze, hacking at trolls and goblins while looking for the key which will open the door to the next level of straightforward dreariness.

Every so often, however, an innovative game designer tries to break with the tried-and-true formulas and attempts something novel. Mike Singleton (*Midwinter*, *Midwinter II*, *Flames of Freedom*) is just such a designer, and *Lords of Midnight* (hereafter **LOM**) is just such a game. A self-styled fantasy epic, it melds a top-view command screen with *Ultima Underworld*-like first-person interactivity and remarkable scope, allowing you to directly or indirectly control dozens of characters on independent quests.

All this sounds extremely promising, and **LOM** is easily one of the most eagerly anticipated games of the year. Unfortunately, however, the most innovative games also tend to be the most problematic games, and **LOM** is no exception.

**LOM** is grounded in fiction – the 96-page background story should convince you of that. The game's interface is consistent with this approach: each part of the interface is called a page or a chapter. The Index page is a sort of main menu from which you can access all the other pages, including the Map page, the Here & Now chapter, and a variety of "accessory" chapters like The Traveler's Guide, where you can learn about points of interest in the fictional lands of the Blood March.

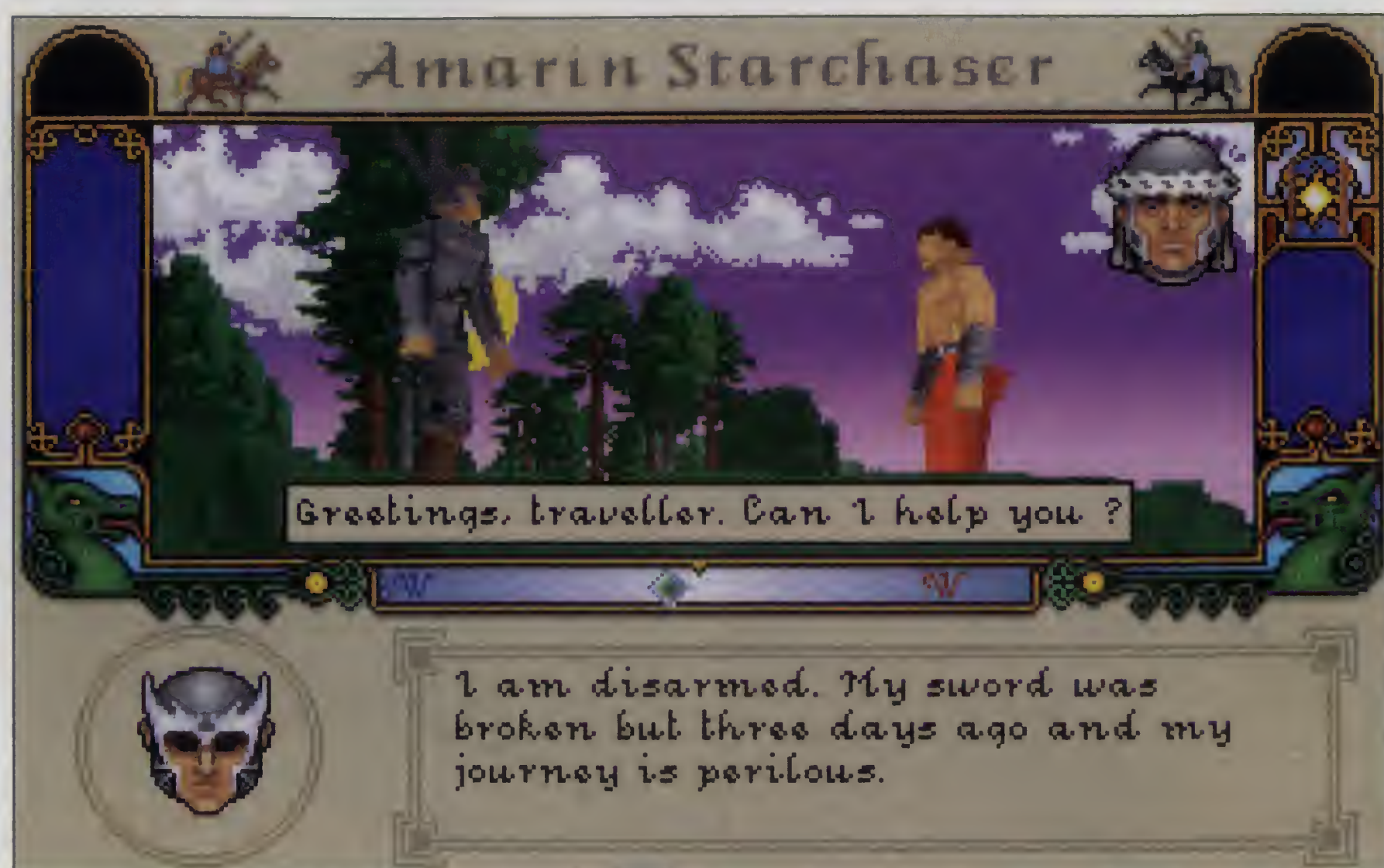
Game play consists of ordering around heroes in a variety of ways. Clicking on characters' pages, you can give them a quest, take direct control of them, or just watch 'em perform the tasks you've assigned them. Mainly you'll be spending a lot of time looking at the map, figuring out where the good and bad guys are, then giving the good guys orders from their personal pages and sometimes taking control of a particular good guy, moving at that point to first-person real-time 3D.

You can make your characters attack villains or siege castles, join or follow other characters, recruit soldiers, locate or destroy artifacts, or rescue hostages from the Dark Citadel (home of Boroth, the grand bad guy).

When you meet other characters, you can fight them in a strange side-view battle screen (reminiscent of *Pirates*) or talk with them by using a basic menu system.



What evil lurks in this citadel?



A lovely sunset on the Blood March

The game world is huge, there are lots of characters to control, and there are lots of things to do. Despite all this, many players will find that **LOM** does not provide a satisfying game experience. What's the problem? This is a complex game, and the answer isn't easy to pin down. Here are a few thoughts, however, on what went wrong.

First, the graphics are not a strong point. I always prefer a good story to great graphics, because graphic chrome is always forgotten once you're firmly mired in the storyline. However, **LOM**'s graphics were supposed to be a strong point, yet they've ended up looking very dated. Characters lumber around awkwardly – or in the case of a hero's retinue of warriors, they slide across the map like cardboard cut-outs. Evil characters and monsters are not frightening. The countryside, generated in real-time as you walk by, looks unconvincing. Worse yet, the low screen resolution makes in-game text rather difficult to read.

Another problem: for a game so interested in storyline, it plays more like a wargame. You move heroes around, fortify their troops for upcoming battles, send them to attack things or pick up weapons, and negotiate with them to sway them to your side. The traditional role-

playing elements of exploration and character-building are virtually nonexistent, as are the puzzles normally found in an adventure game.

What's left is an exercise in troop movements and hero coordination, as well as some basic sieging, swordplay and treasure hunting. How does all this improve on *Warlords II*, I ask ya?!

Bigger than these problems, however, is the software engine driving **LOM**. It's trying to do so many things at once that it does none of them particularly well. Particularly disappointing is the up-close perspective designed to let you watch or command a character. When you watch the characters they're usually just plodding along to the destination you've given them, or else standing in place with no apparent goals. And when you direct them personally (like when you try to rescue your father from Boroth's citadel) you must endure a choppy and uninteresting stroll through endless bland dungeon corridors, featuring immobile and completely un-threatening enemies planted in doorways, just waiting for you to chop 'em down.

I hate to criticize a game that tries to do something original, but I can't recommend **LOM** for most players. A very patient gamer with true appreciation for the epic elements and multi-character play might find value in **LOM**, for there's no question that a lot of work went into the game. But just like *Darklands* and other ambitious, Magnificent Failures of the past, **LOM** fails to provide the sort of compelling, cohesive experience that is necessary in a truly entertaining game.



Joe Grant Bell



An army of cardboard soldiers on the prowl

Designed by: Maelstrom Software  
Published by: Domark  
Platform: DOS



# The Most Popular Fantasy Series in the World is Coming to Your PC.



*A multimedia spectacular complete with sophisticated 3D modeled images, incredible animation and over 40 speaking characters.*

*Based on the NY Times best selling novels by Terry Brooks. FREE Shannara novel packed in every box!*

*Bona, the ancient Warlock King has returned! Slain decades ago by the Sword of Shannara, Bona's evil spirit now roams free as the legendary Sword lies shattered in pieces. It is your destiny to restore the ancient weapon and imprison Bona forever...but destiny has its price and it is far higher than you could ever imagine.*

*An original story guaranteed to thrill any adventure fan!*



ACTUAL SUPER VGA & ANIMATION CLIPS SHOWN

**LEGEND™**  
ENTERTAINMENT COMPANY





## Mirage

**Mirage** provides the answer to the question that no one asked: what do you get when you dump all of the non-sex video from a western-themed porno film into a truly useless **Myst** style adventure game?

While it actually bills itself as a "game" (which usually implies conflict, challenge, something interesting happening), **Mirage** would more accurately be described as an "immersive experience," which means you don't do anything but click all over the screen and take in the amazing visuals. Ooh, feel the immersion?

Which would be OK if those visuals were actually amazing and clicking over the screen actually produced interesting results. They aren't, and they don't. Are you still feeling immersed?

There may be a plot here, as someone yammers on about it being the old west and your wife is kidnapped and some beautiful Native girl helps you out or some such nonsense. You end up in a desert, and randomly clicking on the screen may or may not move you to some other location, where clicking on *that* screen may either kill you or take you to *another* screen, where you click, etc. Approach a toilet and a vortex appears in it, presumably to whisk you off to some sort of alternate toilet-free universe. Click on a sand dune and a doorway appears. Look in a telescope and watch two women wash themselves seductively. Wow, we're cooking now. Who needs **Sam & Max**?

The people responsible for this bit o' balderdash are *Atlantis Interactive*, which, according to another publication, are actually the "legitimate" division of porn publisher *Vivid*, and the film bits are from a classic of their stable called "Shame," which is appropriately titled because people who expect you to spend \$60 on this *product* are completely devoid of that.



Steve Bauman

Designed by: **The Dream Designers**  
Published by: **Atlantis Interactive**  
Platforms: **Windows, Macintosh**



## Mordor

I liked the Beta of this shareware, role-playing adventure, and I like the final release even more. The final release isn't a great deal different except that it's a bit smoother and the graphics have been vastly improved. The game auto-sizes to different windows, including 800x600 resolution (recommended to see all the game's various screens easily).

More music and sound effects have been added. There's also a screen saver, and what an amazing screen saver it is! It plays music and flashes high resolution drawings of all the monsters your characters have met, along with sound effects and the monster's biographical and statistical information. This includes the date and location your characters first sighted the monster and how many they've killed and which of your adventurer characters have died at the monster's hands (tentacles, paws, claws or hooves).

This is a classic CRPG, balanced so that beginning characters can survive and hardened veterans can still get killed. There's plenty of treasure in the dungeons and a bank to keep it in. There's a morgue crew which sweeps regularly through the mines picking up your dead, a store for buying and selling, and even a Seer to go to for advice.

While **Mordor** runs short on animations and graphics it more than makes up for that in its statistical detail and game play. It's not a short game, but designed to play for hundreds (even thousands) of hours. The publishers guarantee that if you have mastered Mordor in less than 200 hours of play and are bored with the game they'll refund your purchase price.

There are nine different races. There are hundreds of different rooms, magic spells, items and monsters. Create one hardy character like a fighter Giant and when s/he is somewhat experienced create a weaker character like an Elf Mage and travel together. Each character you create can go up 999 levels in each Guild s/he joins. There are a dozen different guilds to join.

**Mordor** may intimidate some with all its detail. It's not for everyone. But other players may never take it off their hard disks.



Andy Backer

Designed by: **MakeItSo Software**  
Published by: **TDA (800-624-2101)**  
Platform: **Windows**



## BLOODWINGS: Pumpkinhead's Revenge

I really enjoy bad movies. You know, the ones that star Kato Kaelin or Ginger Lynn Allen (you know, the **Wing Commander 3** blonde). They usually have ridiculous titles (*Dollman vs. Demonic Toys*, which a friend of mine actually wrote), ridiculous plots, scripts, acting, and low production values. Which puts them on par with the majority of *interactive movies* for your PC.

Perhaps realizing this, *Motion Picture Corporation of America Interactive* have decided that their straight-to-video *Pumpkinhead* sequel was sooo good that it deserved to have an interactive movie which incorporated movie footage from the film, combined with an incredibly lame **Doom**-style first-person engine, something called "movie portals," where you grope at grainy video clips in the hope of grabbing an object to use in the game, and poor controls that render the game unplayable. I think this is what they think of as "camp," but isn't it supposed to be funny, too?

In the game you are the Keeper of the Spirits, the person who protects the innocents. You're hanging around in the Netherworld trying to keep big old ugly Pumpkinhead there and out of reality. You can occasionally steal things from the real world to aid you by randomly clicking on the grainy portals, and you can wander around the boring rooms and shoot giant marshmallow-looking things that are allegedly scary. We're having some fun now, lemme tell ya.

I enjoy camp as much as the next guy, and I enjoy renting that bad movie or watching it on HBO. But to pay \$50, or whatever they charge for this thing, to be assailed by badness? But what the hell, you may like this game. You may find it a complete blast to struggle with the controls while being awed by the quality acting of the top-notch cast (including the amazingly talented Roger Clinton, who sings too!). Some people probably think *Full House* is funny, too. It's a strange world out there...



Steve Bauman

Designed by: **MPCAA**  
Distributed by: **Electronic Arts Distribution**  
Platform: **DOS**



Battle the TEK Lords  
of the Future...On Your PC Today.

# WILLIAM SHATNER'S TEKWAR

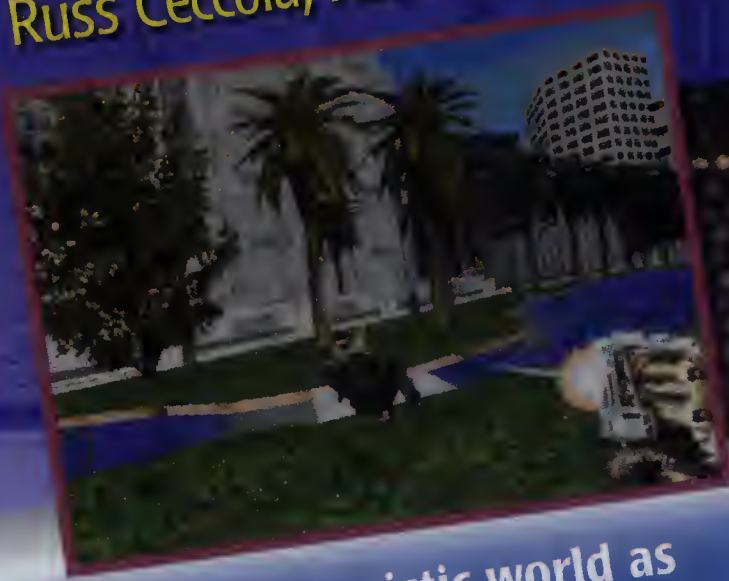
CHECK OUT  
CAPSTONE AT  
INTRACORP'S  
WEB SITE

"3D gaming like you've  
always wanted...the next  
step in technology."

Gregory Off, Sr.  
Editor, Dimension 3

"TEKWAR goes beyond William Shatner's best-selling books  
to fully involve you in a 3D game where you explore an intricate  
futuristic world in the pursuit of dangerous criminals."

Russ Ceccola, Associate Editor, Electronic Games



Explore an intricate, futuristic world as  
you embark on strategic missions to battle  
sinister TEK Lords. Use original weapons  
and high-tek props to bring down these  
criminals and defend ordinary citizens.

Powerful "Build" Engine exclusively  
licensed from 3D Realms offers  
players greater freedom in movement,  
speed and perspective in a massive  
virtual playing field like no other  
first-person game.

Network Play  
for up to 16 and  
Head-to-Head  
Modem Play

IBM CD-ROM

SVGA Graphics, 3D rendered cinematic  
introduction and original full-motion  
video starring William Shatner.

Visit Capstone Online:  
Web Site: <http://www.gate.net/~intracor/>  
America Online (Keyword: Capstone)  
Software Creations BBS (508)365-9352  
To Order Call: (800)INTRACO

Capstone

THE PINNACLE OF  
ENTERTAINMENT SOFTWARE

Software © 1995 IntraCorp, Inc. All rights reserved. Artwork © 1994 USA  
Networks. 3D engine licensed from 3D REALMS ENTERTAINMENT. Capstone and  
The Pinnacle of Entertainment Software are trademarks of IntraCorp, Inc.  
Software based on TekWar novel authored by William Shatner.  
Reader Service No. 25

Look for the Official  
TEKWAR  
Strategy Guide from  
BradyGAMES

INTRACORP  
INC.



# Space Quest 6: The Spinal Frontier Part Two



**G**o to the trunk and pick-up the jumper cables and windshield sign. Use the sign on the ship, and then a woman named Wrigley will appear. Give her the jumper cables, then connect them to the correct battery areas. These battery patterns are different for each game; refer to the recall notice for aid. Remove the fish from the engine. Head back inside and click on the manual navigation override button. Welcome the holographic crew member, Manual Auxveride. Talk to him and pilot the shuttle to Delta V. Warp one engage!

Take the turboshaft elevator to Lab A, and confront the Doctor. From the box on the desk, pick up the Callahan Moddie. Quickly return to the shuttle and get our holographic friend to pilot back to Polysorbate. Click the Photo-Triangulation button and take two pictures with the red button. In the inventory, use your hand to separate the negative from the photo with both pictures. Overlay the negative from the first photo with the positive of the second photo on the PTS monitor screen. Press the initialization button and the shuttle will proceed.

On Polysorbate, run over to Implants 'n Stuff to exchange the Callahan Moddie for a CyberSpace Jack. Navigate back to Delta Berksilon by pressing the beam button in inventory to have Manual transport you aboard the ship. Back on Delta, go to Lab A and use the CyberSpace Jack on the computer. Move through the information highway maze; there's only one route. Enter at the Office sign, and take the screwdriver from the ground and the board leaning against the wall. Enter the trailer and take a number. Use the screwdriver on the number counter to change the active number to match Roger's number.

Once inside the file room, read the following files in this order: Rancid, Beleauxs, Sharpei, Santiago, and Project Immortality. In order to reach high file drawers, in an obvious parody of the **King's Quest 6** cliff puzzle, use the lower cabinets to form steps. Return to the lobby and click all those above mentioned files on the printer icon. Exit Cyberspace by using the board to cross the broken bridge, and pick up the printed files. Show Dr. Beleauxs the files, and he will admit his wrong doing.

## Intimate and interactive

Now you are inside the body of Stellar Santiago! Exit the shuttle with the EVA suit on, then remove the Alveoli which is stuck inside the shuttle, and also the Capillaries stuck to the motor. Climb into the stomach through the hole. At the bottom of the stomach retrieve the staple, pinfeather, and celery string. Tie the string to the staple to make a grappling hook. Now, climb up to the top of the stomach and use this hook on the large lip dipping down. Up in the Esophagus, crawl past the twinkoid and use the pinfeather on the wall. Now, dislodge the undigested pill from its resting spot. Head back down to the bottom of the stomach.

Walk into the Duodenum from the stomach, and go through the opening on the right. Exit to the right again into the Pancreas. At the blocked artery, click the alveoli on the blocking. Use your mouth on the alveoli to perform a rudimentary balloon angioplasty. Climb through the opening and use the EVA helmet to collect some of the dripping enzymes. Head back through the Pancreas and take the upper tube to the Gallbladder.

Use the duct tape on the blood vessels in inventory, and then use the hand pump on the hose. Put some of the bile from the gallbladder into the EVA helmet. After the cartoon of Indiana Roger and the Gallbladder stones, pick up some of the smaller stones. Return to the stomach and use the acid helmet on the pill. Pick up some of the smaller Tiny Time Pills.

Head down to the end of the Duodenum, not taking the right turn this time, and give a pill to the Tapeworm. Click the hand on the worm and ride him to the Appendix. Take the silver filling, paper clip, and fingernail; head right back to the shuttle. Put the silver filling in the fuel tank, behind the flashing red light, and head inside the shuttle. Insert the subroutine disk from the Doctor into the shuttle port, and navigate to the brain.

## Hit the robot and cough

On the brain surface use the fingernail to cut a hole in the membrane. Walk to the left and then click the walk cursor four times between the two lobes to jump across the gap. Walk left to the elevator, and use the gallstones to hit each robot twice. Hop on the elevator and go



down to the Cough Center. Use the paper clip on the Cough Center and Santiago will, not surprisingly, cough. Walk down to the brain core, using the paper clip on the nerve fibers near Sharpei to create an electromagnet. Use the magnet on Sharpei, and finally give the fish to Sharpei's brain to poison it. Watch the ending unfold before your eyes. Roger Wilco prevails yet again!



Geoff Keighley

## If You've Already Conquered The Game...

... and were planning to skip this entire walk-through, don't fret because we have something for seasoned adventure game players too! Below is a list of little gags and interesting easter eggs which you probably didn't find while playing the game. I should note that all these items are very funny and unexpected, and well worth going back to try! Hence, I won't spoil the surprise of the results of performing these actions:

- ☛ Click on E.T. in Boot Liquors five consecutive times
- ☛ Enter the Bjorn Chow code from the demo in the Soy lent machine: 7469410
- ☛ In the CyberSpace file room, go directory to Project Immortality before other files.
- ☛ Click on "Communications" on the Doctor's computer in Lab A.
- ☛ Talk to the ceiling in the Delta V elevator
- ☛ Use your eyes on the trash-can in Cyberspace



Let's see who's double parked




The Orion Nightclub on Polysorbate




Mucus city, inside Stellar





**AD&D PLAYERS OPTION: SKILLS & POWERS** These pages hold the keys to humans who spot secret doors as easily as elves, thieves who sense illusions, half ogre sword masters and a multitude of other characters. This rulebook presents an alternative approach to AD&D characters. **\$16**



**'WARHAMMER FANTASY'** Encounter fascinating and dangerous people, mysterious events, sinister plots and terrifying monsters. Over one hundred careers, one hundred and thirty skills, a combat system and seven types of magic with over one hundred and fifty spells! **\$19**



**'MAGIC THE GATHERING STARTER DECK'** is the first in the **DECKMASTER** series of collectable trading card games from Wizards of the Coast. Featuring more than 300 different cards, 60 in each deck, this is a fantasy game of epic proportions. **\$8**

## RPG: SCI FICTION

<b>CYBERPUNK 2020</b>	
Cyberpunk 2020	\$16
Cybersheets	\$6
Deep Space	\$12
EuroSourcebook	\$10
Hardwired	\$12
Thicker Than Blood	\$9

<b>EARTHDAWN</b>	
Barsaive Campaign Set	\$19
Earthdawn Companion	\$15
Earthdawn	\$23

<b>GURPS SCI-FI</b>	
Aliens	\$14
Atomic Horror	\$14
Cyberpunk	\$14
Cyberworld	\$14
Robots	\$14
War Against the Chtorr	\$14

<b>HEAVY GEAR</b>	
Heavy Gear	\$19
Terra Nova Sourcebook	\$19

<b>MACROSS 2</b>	
Macross 2	\$11
Sourcebook 1	\$9
Spacecraft & Deck Plans ea	\$9

<b>MECHWARRIOR</b>	
Living Legends	\$10
Mechwarrior, 2nd Edition	\$13
Mechwarrior Companion	\$12

<b>RIFTS</b>	
Mercenaries	\$13
Rifts, Hardbound	\$27
Sourcebook 4: Manhunter	\$16
World Book 6 or 7 ea	\$13

<b>ROBOTECH</b>	
RDF Accelerated Training	\$7
Robotech	\$11
The Zentaedi	\$7
Zentraedi Breakout	\$9

<b>SHADOWRUN</b>	
Grimoire, 2nd Edition	\$13
Shadowrun, 2nd Edition	\$19

<b>STAR WARS</b>	
Galaxy Guide 2	\$13
Star Wars, 2nd Edition	\$19
Star Wars Sourcebook	\$18

<b>Star Wars Adventures</b>	
Black Ice	\$10
Classic Adventures	\$15
Death in the Undercity	\$10
Otherspace 1 or 2 ea	\$10
Planet in the Mist	\$10
Riders of the Maelstrom	\$10
Starfall	\$10
Supernova	\$13
<b>Star Wars Sourcebooks</b>	
Classic Campaigns	\$13
Dark Empires Sourcebook	\$19
Dark Force Rising	\$15
Gamemaster Handbook	\$15
Imperial Sourcebook	\$18
Rebel Alliance Sourcebook	\$18
The Jedi Sourcebook	\$19

## CARD GAMES

<b>Starter / Boster Decks</b>	
Doom Trooper	\$7/\$2.50
Guardians	\$9/\$3
Heresy	\$9/\$3
Legend of the 5 Rings	\$7/\$3
Magic the Gathering	\$9/\$2.50
Booster/Chronicles	/2.50
Booster/Fallen Empire	/1.50
Booster/Homelands	/2
Magic: The Ice Age	\$9/3
Middle Earth	\$9/\$3
Rage	\$8/\$3
Redemption	\$9/\$2
Star Wars	\$10/\$3
Sim City	\$8/\$2.50

## IBM CD ROM

Dungeon Master 2	\$37
Elder Scrolls 2	\$48
Knights of Xentar	\$34
Lords of Midnight	\$48
Menzoberranzan	\$47
Realms of Arkania 3	\$46
Star Trek: Deep Space 9	\$41
Star Trek: TNG: F Unity	\$46
Stonekeep	\$50
Thunderscape	\$44
Ultima 9	\$52
<b>BOOKS ON TAPE</b>	
Dragonlance Chronicles	\$16
Moreta: Dragonlady	\$24
Neuromancer	\$24
People of the Fire	\$16
Queen of the Damned	\$16
Star Trek: TNG: Imzadi	\$17
Star Wars Dark Empire	\$17
Teklord	\$16
The Hobbit	\$23
The Vampire Lestat	\$16



**'EARTH DAWN'** For years humanity huddled in underground kaers, as the astral beings known as the Horrors ravaged the land. Now the long, dark age of the Scourge has passed, and brave adventurers emerge to reclaim their world. **\$23**



**'BIRTHRIGHT BLOOD ENEMIES: ABOMINATIONS OF CERILIA'** is a guide to the most dangerous creatures on the face of Cerilia. Sovereign rulers of their own realms, these dark creatures wield their power with iron fists, and many seek to tear more power from weaker leaders. **\$15**



**'FORGOTTEN REALMS GIANTCRAFT'** Uncover the secrets of the Ordning; learn the history of the sons and daughters of Annam. Dungeon Masters and players alike are certain to find invaluable information in this latest Realms sourcebook. **\$13**

## RPG: FANTASY

<b>AD&amp;D 2ND EDITION RULES</b>	
Dungeon Masters Guide	\$15
Monstrous Manual	\$19
Players Handbook	\$18
<b>AD&amp;D Accessories</b>	
Art of the AD&D Game	\$14
Book of Artifacts	\$16
Castles 3-D Set	\$19
Character Record Sheets	\$9
Chronomancer	\$11
City Sites	\$11
DM's Screen	\$6
Dungeons of Mystery	\$15
Encyclopedia Magica ea	\$19
Magic Encyclopedia 2	\$10
Rogue's Gallery	\$11
Strongholds	\$15
Treasure Chest	\$11
Treasure Maps	\$11
<b>AD&amp;D Adventures</b>	
Cleric's Challenge 2	\$6
Fighters Challenge 2	\$6
Inside Ravens Bluff	\$8
Night Below	\$25
Temple, Tower & Tomb	\$6
Wizard's Challenge 2	\$6
<b>AD&amp;D Audio Adventure</b>	
First Quest	\$22
Hail the Heroes	\$12
Karamikos	\$22
Night of the Vampire	\$12
Red Steel Campaign Exp	\$22
Track of the Vampire	\$13
Track of the Werewolf	\$13
<b>AD&amp;D Birthright</b>	
Birthright Campaign Setting	\$25
Blood Enemies	\$15
<b>AD&amp;D Birthright Adventures</b>	
Sword & Crown	\$8
Warlock of the Stonecrowns	\$9
<b>AD&amp;D Birthright Sourcebook</b>	
Endier Domain	\$7
Roesone Domain	\$7
Taline Domain	\$6
Tuornen Domain	\$6
<b>AD&amp;D Boxed Sets</b>	
Council of Wyrms	\$19
<b>AD&amp;D DL Adventures</b>	
Dragon Keep	\$9
Dragons of Faith	\$10
Dragons of Glory	\$14
Dragons of Triumph	\$10
Dragons of War	\$6
Knight's Sword	\$7
Oak Lords	\$7
Otherlands	\$10
Talidas of the Minotaurs	\$10
Unsung Heroes	\$10
World of Krynn	\$9

## RPG: FANTASY

<b>AD&amp;D Al-Qadim Accessory+</b>	
Cities of Bone	\$15
City of Delights	\$16
Corairs of the Great Sea	\$15
Ruined Kingdoms	\$15
Sha'ir's Handbook	\$15
<b>AD&amp;D DM Decks</b>	
Adventure Design Deck	\$15
Deck of Encounters ea	\$16
Priest Spell Cards	\$16
<b>AD&amp;D DM's Accessories</b>	
Arms & Equipment Guide	\$15
Castles Guide	\$12
Complete Book of Villains	\$15
Creative Campaigning	\$12
Dungeon Master Rulebook	\$16
Monster Mythology Guide	\$12
Tomb of Magic	\$17
<b>AD&amp;D Dark Sun Accessories</b>	
Complete Gladiator	\$13
Dark Sun Boxed Set	\$17
Dune Trader	\$10
Fall of the Dragon King	\$25
Slave Tribes	\$10
Terrors of the Desert	\$12
Valley of Dust & Fire	\$10
Veiled Alliance	\$10
<b>AD&amp;D Dark Sun Adventures</b>	
Black Flames	\$13
Black Spine	\$19
Dragon's Crown Adventure	\$19
Forest Maker	\$13
Freedom	\$12
Marauders of Nibenay	\$13
Merchant House Amketch	\$13
Road to Urik	\$12
<b>AD&amp;D Dark Sun Sourcebook</b>	
City by the Silt Sea	\$19
Citystate of Tyr	\$10
Dragon Kings	\$16
Elves of Athas	\$10
Ivory Triangle Campgn Exp	\$16
Will and the Way	\$12
<b>AD&amp;D FR Accessories</b>	
Forgotten Realms 2	\$10
Giantcraft	\$13
Pages from the Mages	\$13
<b>AD&amp;D FR Adventures</b>	
Book of Lairs	\$12
Dwarves Deep	\$8
Horde Campaign	\$12
Marco Volo: Arrival	\$6
Marco Volo: Departure	\$6
Marco Volo: Journey	\$6
The Black Courser	\$8
The Doom of Dagderdale	\$6
The Shining South	\$10
The Sword of the Dales	\$6
Waterdeep	\$7

## RPG: FANTASY

<b>AD&amp;D FR Boxed Sets</b>	
City of Splendors	\$19
Elminster's Ecologies	\$19
Forgotten Realms Campaign	\$22
Great Khan Game	\$11
Horde	\$15
Maztica FRealms Setting	\$16
Menzoberranzan	\$22
Ruins of Myth Drannor	\$16
Ruins of Undermountain	\$16
Ruins of Undermountain 2	\$19
Spellbound in the Realms	\$19
<b>AD&amp;D FR Sourcebooks</b>	
Aurora's Whole Rlm Catalog	\$8
Code of the Harpers	\$13
Dalelands	\$9
Draconomicon	\$13
Drow of the Underdark	\$13
Elves of Evermeet	\$13
Forgotten Realms Adventrs	\$16
Guide to the F. Realms	\$13
Pirates of the Fallen Stars	\$13
Volo's Guide to Cormyr	\$11
Volo's Guide to Waterdeep	\$9
Volo's Guide to the North	\$9
<b>AD&amp;D Monstrous Compend</b>	
Dark Sun	\$11
Fiend Folio Creatures	\$10
Mystara Monstrous	\$15
Outer Planes Creatures	\$11
<b>AD&amp;D Player's Accessories</b>	
Rulebook:Combat & Tactics	\$16
Rulebook:Skills & Powers	\$16
Complete Ninja's Hndbook	\$15
Complete Paladin's Hndbk	\$15
Complete Priest's Hndbook	\$15
Complete Psionics H-book	\$15
Complete Ranger Hndbook	\$15
Complete Thief Manual HB	\$15
<b>AD&amp;D Ravenloft Adventures</b>	
Ravenloft Boxed Set	\$15
Ship of Horror	\$9
<b>AD&amp;D Ravenloft Sourcebook</b>	
Van R's Guide to Created	\$12
Van R's Guide to the Lich	\$10
<b>AD&amp;D Ravenloft</b>	
Nightmare Lands	\$16
Ravenloft Campaign Setng	\$25
The Gothic Earth Gazetteer	\$16
<b>AD&amp;D Sourcebooks</b>	
City of Lankhmar	\$15
Guide to Dragonlance Wrl	\$15
Legends & Lore	\$16
Players Guide to F. Realms	\$13
<b>ARS MAGICA</b>	
Ars Magica 3rd Edition	\$19
Mythic Europe	\$15
Mythic Places	\$9
Wizard's Grimoire	\$15

## RPG: FANTASY

<b>DICE POLY MEGATUBE SETS</b>	
Opaque Assorted Colors	\$3
Pearlescent Assorted Colors	\$6
Transparent Assorted Colors	\$5
Twinkle Assorted Colors	\$6
<b>GURPS</b>	
Bestiary	\$14
Cliffhangers	\$11
Fantasy, 2nd Edition	\$15
GURPS Rulebook	\$16
Hig-Tech, 2nd Edition	\$14
Magic Items 2	\$14
Martial Arts	\$13
Martial Arts Adventures	\$14
Psionics	\$14
Vehicles	\$16
<b>GURPS Fantasy</b>	
Camelot	\$14
Conan	\$14
Fantasy Adventures	\$14
Fantasy GM's Pack	\$8
Grimoire	\$14
Magic, 2nd Edition	\$14
<b>GURPS Times</b>	
Aztecs	\$14
Imperial Rome	\$14
Robin Hood	\$14
Scarlet Pimpernel	\$11
Vikings	\$14
<b>INDIANA JONES</b>	
Indiana Jones	\$25
Indiana Jones, World of I.J.	\$16
<b>PENDRAGON</b>	
Blood & Lust	\$14
Pagan Shores	\$14
Pendragon 4th Edition	\$19
Perilous Forest	\$14
<b>RIFTS</b>	
Conversion Book 1	\$16
Rifts Limited Edition	\$28
Rifts	\$19
World Book 2: Atlantis	\$13
World Book 4: Africa	\$13
World Book 9: Chi-Town	\$13
<b>RUNEQUEST</b>	
Haunted Ruins	\$10
RuneQuest 4th Edition	\$19
Runequest Dlx Book	\$19
<b>SKYREALMS OF JORUNE</b>	
Scholari Pack	\$13
Skyrealms of Jorune	\$16
Sobayid Atlas	\$15
<b>TOON</b>	
Toon Dlx	\$16
Toon Tales	\$16
<b>WARHAMMER FANTASY</b>	
Apocrypha Now!	\$11
The Enemy Within	\$11
Warhammer Fantasy	\$19

## RPG: HORROR

<b>CALL OF CTHULHU</b>	
Advntrs in Arkham Country	\$14
Arkham Unveiled	\$16
Blood Brothers 1 or 2 ea	\$15
Cairo Guidebook	\$10
Call of Cthulhu, 5th Edition	\$16
Creatures of Dreamlands	\$13
Dire Documents	\$7
Investigator Sheets (45)	\$7
Investigator Campaign ea	\$10
Keeper's Compendium	\$11
Keeper's Screen, 5th Edition	\$12
London Guidebook	\$10
Miskatonic University	\$10
New Tales from Lovecraft	\$9
Of Keys and Gates	\$6
Sacraments of Evil	\$14
Strange Aeons	\$11
Taint of Madness	\$16
The Golden Dawn	\$13
Walker in the Wastes	\$17
Ye Book of Monstres	\$10
<b>Call of Cthulhu Adventures</b>	
Cthulhu Casebook	\$15
Dreamlands, 2nd Edition	\$13
Escape from Innsmouth	\$16
Fatal Experiments	\$14
Great Old Ones	\$13
Horror on Orient Express	\$29
Mansions of Madness	\$14
<b>CHANGELING</b>	
Changeling	\$19
Changeling Screen	\$15
<b>CHILL</b>	
Accessory Pack	\$12
Chill	\$16
<b>GURPS HORROR</b>	
CthulhuPunk	\$16
Horror	\$14
Mage: The Ascension	\$16
Vampire Companion	\$16
Vampire: The Masquerade	\$16
Werewolf: The Apocalypse	\$16
<b>MAGE</b>	
Book of Madness	\$13
Book of Shadows	\$15
Mage	\$19
Technocracy: Iteration X	\$10
<b>NEPHILIM</b>	
Nephilim	\$18
<b>NIGHTSPAWN</b>	
Nightspawn	\$16
<b>RAPTURE</b>	
Oracle Screen	\$9
Rapture	\$19
<b>SPACE 1889</b>	
Temple of the Beastmen	\$24
<b>VAMPIRE HUNTERS</b>	
Vampire Hunters	\$16

## RPG: HORROR

<b>VAMPIRE</b>	
Storyteller's Handbook	\$15
Storyteller's Screen	\$10
Vampire, 2nd Edition	\$19
Vampire Players Guide	\$18
<b>Vampire Adventure</b>	
Blood Nativity	\$5
Elysium: The Elder War	\$13
Hunters Hunted	\$10
Unholy Allies	\$6
<b>Vampire Sourcebook</b>	
Clan Book ea	\$10
Diablerie: Britain	\$15
Eternal Struggle	\$7
Kindred's Most Wanted	\$13
Player's Guide to t' Sabbat	\$13
The Inquisition	\$10
Tim Bradstreet Portfolio	\$16
<b>WEREWOLF</b>	
GM Screen	\$10
Werewolf, 2nd Edition	\$19
<b>Werewolf Adventure</b>	
Under a Blood Red Moon	\$10
Valkenburg Foundation	\$10
Ways of the Wolf	\$10
<b>Werewolf Sourcebooks</b>	
Black Furies Tribebook	\$10
Bone Gnawers Tribebook	\$10
Book of the Wyrms	\$13
Caerns: Places of Power	\$13
Children of Gaia Tribebook	\$10
Dark Alliance Vancouver	\$13
Drums around Fire	\$8
Monkey Wrench: Pentex	\$10



# Dungeon Master II: The Legend of Skullkeep Part Two

## Unca deals death and dumps Dragoth

This is part two of a mini-walkthrough. In part one we opened the door to Skullkeep with the four Clan keys. The final battle with Dragoth and all optional adventures are not included. Look for them in Boots of Re next month

## Fire in your eye

Stepping on the square in front of the false Tech-Eye provokes a single fireball. Step back one square to avoid it.

## Don't get mad, get through

Stand on the floor trigger facing the three buttons (characters in the gray, not yellow or red). Click the left button, then the right and finally the middle. Back through the three grates (using the down arrow) as fast as you can. It may take several attempts (use *Accelerate* if necessary).

## In the niche of time

Get the Gold key to unlock Skullkeep. Use the Minion map to find secret passages (they will flash yellow) and to get the Tempest sword (a pit will open up if any of your characters try to carry it out). Go to the square with the sword. Click the map minion that goes to an X. The minion will suck up the sword and deposit it near where you found the map (marked with a red X on the map).

## Vexing the Vexirk

Upstairs, pull the bell cord and wait for a monk to open the gate. Step to the side and create as many attack minions as it takes to kill all the vermin (er, uh... *Vexirk*). Sleep to get more spell points. If the monks close the gate, pull the bell cord, and they'll stupidly open it again.



The first of three gates near the entrance to Skullkeep

## Pot o' gold

Well, not gold, but the pot will make a Blue Steel Sword and a Serpent Staff if you put all the room's niche items inside. Put the Numen staff in the pot to recharge it. The metal door automatically opens when you have the Numen staff. Go through it and stand on top of the floor trigger. Click the Minion map's X to remark the map. Then go stand in front of the closed door further down the hall. Drop the apple you found. Click on the map minion that goes to the X and go through the door when it opens. Click the door's button inside to keep it open. The fireball hall is through the next door.

## Eye surgery

Use the Minion map to find the secret passages leading to the back plates of the four Tech-eyes. The passage ways to the first two are nearby. To open a second wall in the first Tech-eye room, search the walls in and near the secret passage-way for a hidden wall switch. Remove the plates and pull out the eyes. The other secret passages are down fireball hall.

## You can teleport, but you can't tell a star

Before going through the gear-doors use the map's reveal hidden passageway option to locate several items in the area including a fountain, a couple of gears, a helm, some armor and a teleport square. Transport back to home base, get supplies and sell your surplus items.

## Get it in gear

Buy four large gears and a vacuum fuse at the axemen shop, although it is possible to get through the four gear-doors with just one gear. Use the *Up Arrow* to go forward, mouse the gear into the slot (you do not have to turn), push the button, grab the gear and move forward one square. Save and do the same for the next three gear-doors.

## Boiler spoiler

The blue things in the boiler room are enemy portals. Close them with a simple LO ZO. Place the Earth key (square and gold) into the square slot



Taking a charged Numen staff out of the pot



The Minion map and the Gold key





The bell rope pulled, the stupid Vexirk opens the gate

in the alcove. A trap will open and the key will fall down two levels. Flip the two levers in the room to the down position and take the ladder down.

## Boulder and boulder

There is a shortcut to the outside on this level. It's to the east past the pits (roll the boulders into the pits to make a path). The ladder down is north of the pits.

## Dru Tan or bad hair?

Using one of the maps, go west, then north through a passage way. Immediately turn west, go past the first gate (blood gate), staying ahead of Dru Tan who is throwing poison balls at you. Enter the second gate and go to the floor trigger. Wait for Dru to come inside. Then run west and push the dark button on the bottom of the wall, turn left, go through the gate and push the button closing it. Dru Tan should be crushed by the spike-wall the floor trigger started. Re-open the west gate and click the lever to the left of the first gate to re-set the trap. Enter the west gate to get the Blood key.

## Free the Rockies

Open the Blood gate, releasing the Rockies. Go in and activate the teleport by pushing a stone button in the wall to the right. Step on the teleport to go to the furnace level, then go back to the boiler room.

## It's the pits

Port back to home base for healing and supplies. The Earth key opens a door behind the button door next to the last gear-door. Work your way south to the niche containing another Scout map. Stand on the pressure plate and send a scout minion to block the light source in the alcove that opens and closes the pit. Time it



Click left, right, middle and back up to get through the gates

so the pit is closed when you block the source. Click the lever in the alcove to permanently close the pit. Climb up the opposite ladder.

## We want to pump you up

Use a vacuum tube to open the westernmost door. Take the Master key. Use the Master key (retrieve it after using it) and large gear to open the door near where you entered. Toggle all the levers you find down the hall to the right a few times but leave them all in the up position. This opens all the hall doors. Chop open the barrels you find. One contains a vacuum tube. The pump room is in the north-west corner (use the Master to open it). Place the vacuum tube. Get the Cross key. Click the pump levers. Click a lever to lower the ladder to the boiler room, go down and get supplies.



## Reflect on this

Take the Cross key back to where you got the Master key, unlock the ladder and go up. Hack through the tables. Hug the left wall, approach a single ram's head, cast Accelerate and go past it when it's flush against the wall. Turn right and go past a pair. Go through a single to the left, then one more single. Save after each success. Enter the transport room, turn left and



Cast Accelerate and go past this Ram's head

run into the reflector room. Push one of the reflectors into the hallway, blocking the teleports. Activate the Scout map and adjust the room levers until the center and one of the side reflectors on the other side of the pits is angled so you can hit the target with a fireball and remove the pits. Cross to the gate near the target and blast it open with a couple of fireballs. Push the reflectors down the hall and trap the moving teleports in a corner. Use the scout map to place a minion at the center of the four pits. Bounce a copper coin off the minion to close three of the pits and unlock the gate nearby (Fire Polyn inside). Use the Master key on the valve room door (you can leave it there), turn on the four valves, lower the ladder and go up the ladder near the target in the reflector room.

## Opening the dimension portal

Go west. Accelerate through the lightning (click the switch to deactivate it) and get the Onyx key. Take it to the locked door you passed and open it. Leave the key and go inside and kill the attack minion. Lower the ladder by clicking the lever next to it. Take the Onyx key back to its niche and take the Skull key down the ladder to the reflector room. Go to the moving transporter room and climb up the new ladder. Enter the crystal chamber. Unlock the Skull key gate to activate the teleport field. Enter it to get to the storage room. Cast fireballs to destroy a table. Move the brazier into its place and hack the other table to bits. Move the reflector shields into the crystal chamber (the round floor grates indicate where). Click the four switches in the room. If the lightning rod switch doesn't fire go down to the furnace and pile up pyros for the Rockies. Set some guards, and come back to throw the final switch and enter the dimensional portal.

See you in the **Boots of Re!**



Andy Backer



Bewildered's inventory Abma's Minion map is open



The Blood gate opened, a Rocky waves hello



"I don't know who it is Maude. All gamers look alike to me"



# Phantasmagoria

I've always harbored a fondness for the ol' demonic possession theme ("Merrrrrrrin!" gurgle, spit) in literature or films of the past and present. This must be the only reason I was able to sit through countless hours of *Sierra's Phantasmagoria* without the usual staple of consistent interactivity often preferred by the dedicated gamer. The games I most prefer enable me to be in charge of the action on a moment to moment basis. I find lengthy video clips (especially in their current lack-of-technical-excellence-yet-stages) boring, unchallenging and unstimulating to the imagination.

That said, the most important tip I can offer to insure the greatest possible enjoyment of this game is to be very patient with it. It has a lot to offer even the most discerning adventurers in the areas of exploration and aural and visual stimulation. Don't try to finish it in a day, or two or three. Absolutely *don't* use the walk-through, or you will find yourself scratching the bare, shallow surface of "getting through the game" without experiencing any of the best parts, which lie inherently in the mood and tone that is set. Play at night. Turn out the lights and disconnect the telephone, television, stereo, washer, dryer, microwave, Amana side-by-side refrigerator-freezer and vocal cords of your loved ones.

Well, maybe you could leave the freezer plugged in since I, unfortunately succumbing to my own advice, ended up with a flood, half a dozen melted vegetable medleys and a puddle of Rocky Road. Entrust this article to a stalwart soul with a hand gun who is guaranteed to charge you for any and all hints, the profits to be donated to your favorite charity. You *will* finish the game without them (or at the very least, your charity will be delighted). It just may take a while, but I have "overheard" on the Net and on CompuServe from the folks who are enjoying this game that the escapism *Phantasmagoria's* world offers is very fulfilling, as long as they are in no hurry to get it over with.

And so, hypocrite that I am, I will proceed to pelt you with hints about how to get through the game (fully rotating head on neck). Use them at your own risk.

## Chapter 1 - You unleash the Evil

There are just a few steps involved in finishing Chapter 1 (or any chapter, for that matter). The best thing to do here is to go absolutely everywhere—indoors, outdoors and in town. Search everything you can lay your little cursor on. This



You need only to determine that there ARE locked doors before an opportunity for a key arises

will help you see the tone that is being set, and to gain ideas for places or objects to revisit during all succeeding chapters. There are many "sub-sequences" of events which you absolutely never have to experience in order to finish the game—things that change or develop from chapter to chapter. But recall that searching these out is the very thing that will make the game enjoyable. Otherwise it's a matter of: Find any locked door. Get a key from the Realtor in town. Open the locked library door. Open the fake fireplace with the letter opener. Enter the newly available chapel through there. Open the box underneath the Bible. Chapter 1 finished.

See how boring that was? There now, I won't do that to you again. I was just illustrating my point about the puzzles.

Don't miss dealing with the fortune teller machine (rented, no doubt, from the props collection of the film *Big*). In fact this is one of the things you should do in each chapter. Search the drawers in Carno's and Marie's bedrooms, the conservatory vase, the large painting on the conservatory easel and the absinthe bottle behind the bar. Be sure to lie down on Carno's bed. There is a *lot* more to do and see here. Just take your time and be inquisitive. Visit Don in the darkroom whenever you can.

## Chapter 2 - You buy drain cleaner

Buy drain cleaner. Yes, yes, I hear you feminists crying out, "WHAAAT? !! Buy drain cleaner just because my \$^#\*\* of a husband yelled at me?" Trust me on this one. It's the only puzzle (and I use the term loosely) in the chapter, sigh. Oh, no, I did it to you again, didn't I? Spoiled the whole chapter. Oh well.

Revisit the fortune teller machine, the painting and the absinthe bottle. Look in the box in the chapel. Bring the drain cleaner to the carriage house—the sequence is a lot more entertaining than delivering it to Don in the darkroom. Visit the antique store.

## Chapter 3 - You hire a housekeeper

You know that big house? Yes, the one you've been ceaselessly exploring since Chapter 1. No one would single-handedly be able to battle the dust bunnies in *that* baby. So the available help is a little strange. Free the poor old harridan from the loft in the loft, and once you do, leave no hole unturned. One not-so-obvious (except to adventure game players—oh, that's you, isn't it...) tool you'll need may be found below first floor level. For old-timers, think *Zork I*. For newbies, have you lifted *everything* in the vicinity of the kitchen? And for a real treat, there are



A loose brick! Lucky that you have a statuette to wield



And away go troubles down the drain... not quite



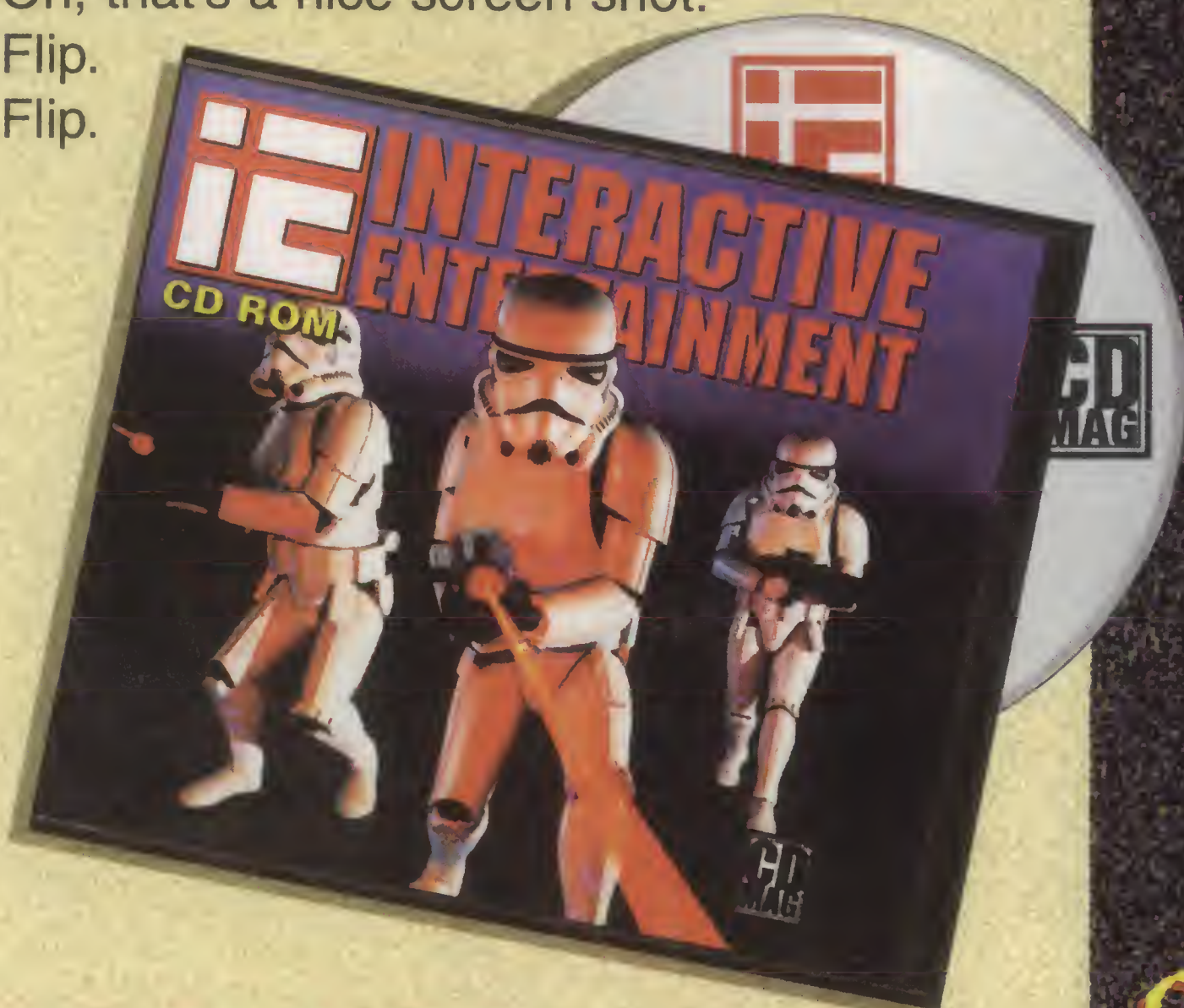
Don't look now...



# Paper or Plastic?

## Paper Mags:

Flip.  
Flip.  
Flip.  
Oh, that's a nice screen shot.  
Flip.  
Flip.



## IE's Game CD-ROM

Hours of Graphics. Sound. Music.  
"Siskel & Ebert" style reviews.  
Talking previews.  
Multimedia hints & tips.  
Upgrades, patches & playable demos.

*It's why you bought a CD-ROM drive.  
It's why you should buy IE.*

**12 episodes \$79**  
**1 episode \$9.95**  
**Subscribe now**  
**and save \$40!**

**YES!**  
**GIVE ME THE**

**Call Immediately!**  
**800.562.3624**  
**Plastic!**

**YES!**  
**I want**  
**it now!**  
**Right Now!**



**INTERACTIVE  
ENTERTAINMENT**

The #1  
Gaming  
CD Mag

☒ **YES!** Send my subscription to **IE** - the CD ROM Game Magazine.

	RETAIL	USA	Canada & Europe	other foreign
<b>1 year-12 episodes</b>	<del>\$19</del>	<b>\$79 (SAVE \$40)</b>	<b>\$99</b>	<b>\$129</b>

Name (please print) \_\_\_\_\_

Phone \_\_\_\_\_ Address \_\_\_\_\_

City \_\_\_\_\_ State \_\_\_\_\_ Zip \_\_\_\_\_

Bill Me ☐ Credit card # \_\_\_\_\_ Expiration date \_\_\_\_\_

Date \_\_\_\_\_ Signature \_\_\_\_\_

Payment must be in US Funds. Vermont residents add 5% tax. Make checks payable to: Interactive Entertainment.

Allow 6 weeks for processing. Visa and Mastercard accepted.

FAX: 610. 532. 9001 Phone: 800. 562. 3624

1 year-12 episodes: USA \$79 Canada & Europe \$99 Other \$129  
Visa & Mastercard accepted. US funds only. Make checks payable to:  
Interactive Entertainment, P.O. Box 636, Holmes, PA 19403  
FAX: 610. 532. 9001 Phone: 800. 562. 3624 Source: 97511

SOURCE 97511



# Monthly...Multimedia... Great Idea...Must-buy...

## Says Who?

*other publications on IE, the CD mag:*

"This **monthly** CD-ROM Magazine should quickly become a gamer's best friend. Even After Hours can't give you more in the way of **multimedia** game reviews, previews, tips and hints, bug fixes, and patches than this disk can."



After Hours/Quick Clips  
PC Magazine

"Interactive Entertainment is a **great idea** - a CD magazine packed with Siskel-and-Ebert style reviews of computer games... If you're uncomfortable with the idea of paying for computer games sight unseen, you'll probably consider Interactive Entertainment a **must-buy**."

Computer Shopper

... We couldn't have said it any better ourselves.



# INTERACTIVE ENTERTAINMENT

## The #1 Gaming CD Mag

Yes! Give me the Plastic!



NO POSTAGE  
NECESSARY  
IF MAILED  
IN THE  
UNITED STATES

**BUSINESS REPLY MAIL**

FIRST-CLASS MAIL PERMIT NO. 236 HOLMES, PA

POSTAGE WILL BE PAID BY ADDRESSEE

**INTERACTIVE ENTERTAINMENT**

P.O. BOX 636

HOLMES PA 19043-9634



**Available at better  
software stores &  
newsstands for  
\$9.95 per episode...**

- B. Dalton
- Babbages
- Barnes and Noble
- Best Buy
- Bookstop
- Borders
- Computer City
- Comp USA
- Egghead
- Electronics Boutique
- Hastings
- Movie Gallery
- Software, etc.
- Tower
- and many more!





Harriet gets the hook...you really should have consulted the yellow pages under Housekeeping



And a knick-knack paddy



A washer? Noooo... A magnet? A dirty licorice lifesaver? How about a lens... hmmm

two (count 'em, two) ways to solve the old get-the-key-out-from-the-other-side-of-the-locked-door puzzle. And up to the fourth floor you go! Malcolm's old room—hmmmm...perhaps he'll talk to you if you dig up some nostalgia for him. Find his house. Perhaps he'll talk to you if you can get past his Dobie. N-n-nice doggie. D-d-doggie want a cracker? Nah.

Revisit the fortune teller machine, the painting...OK, you get the idea. Talk to the Realtor again. What a sleaze *that* guy is, eh? Give the tarot cards to Harriet. Seek out Don. He's beginning to act strangely, don't you think? Or does he just need a drama coach?

#### Chapter 4 - Once in the morning does it

After being humiliated and brutalized by Don, I personally would've dialed 911, but for you, it's time for another glorious day of exploration. Cyrus will help you navigate the previously uncrossable ravine on the grounds. Replace the telescope's missing piece (casually lying nearby). A cursory glance points out that the *house* has a "missing piece". A previously hidden room becomes available to explore.

Look in the mirror in the collectibles room. Find that a mysterious necklace has appeared in Carno's bedroom. Explore the greenhouse—thoroughly. I do so love carnage.

#### Chapter 5 - A seance! "Well done, Medium Rare"

During a seance in the carriage house, you hear that "the dragon will show the way." There is a new item somewhere on the third floor. Use it to light the way to the undiscovered inner passages of the house. Emerge from Carno's

theater to find Don passed out in the reception hall. Leave him there—serves him right, *I* say. Look in the fishpond (a very sad discovery). Explore all levels of the secret passages. Pry the lids off of the sarcophagi in the crypt area. Examine the strange on-stage chair.

#### Chapter 6 - Malcolm's denouement

Malcolm has a *lot* more to tell you. Take notes. Don cracks up and murders the telephone man. Poor dead guy, didn't he *know* this was no time for an MCI sales pitch? Examine a wine cask in the basement. Look into the flip-card machine in the theater. Take a look at your laptop (another recurring must).

#### Chapter 7 - You re-leash the Evil

Finally the writers/designers enable you to get killed. Hooray! By the end of this chapter you are in an environment where speed *does* matter. Warding off Don before he kills you, collecting anything you don't already have (although it would be unlikely that you are missing very much), and acting quickly will assist you in dispelling the Urvil that Leaks in this cursed place. Take a corpse count as you race through the passages after finding that you can't escape from any outside door. In the darkroom, play an initial **Phantom of the Opera** prank on Don. Sizzle. Run. While strapped into the chair of death, you may buy a few precious seconds by showing Don a piece of sentimentality from your earlier life together. Find it in a discarded garment in the bowels of the theater. In the milliseconds during which he gets all misty, you're gonna have to gut him like a dead fish. Yesss! The demon which then aris-

es is not as easily handled. Make your way to Malcolm's crypt, running and bolting, and brush up on your Latin. You win! But be sure to die a few times first lest you miss some pretty spectacular special effects.

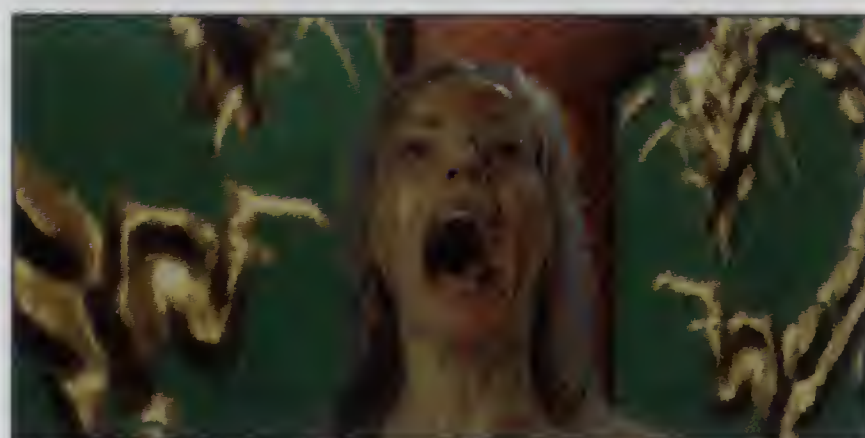
Why, I ask, don't people *move out* of places like this when death and destruction begin? Well, I suppose that would preclude horror buffs across the world from shouting, "No, no! Don't go in there!!!" at the cinema. And (spewing pea soup all over you) that's as good a reason as any, isn't it?



Cindy Yans



Carno and Malcolm...use this photo for persuasion



Adrienne notices that she broke a nail



My you're looking lovely this evening Mrs. Bates... (Norman? Is that you, Norman?)



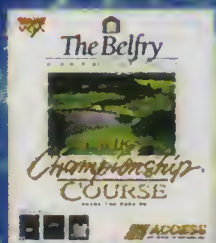
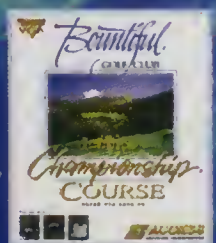
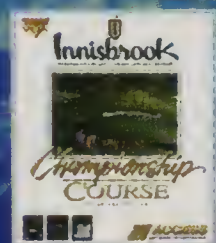
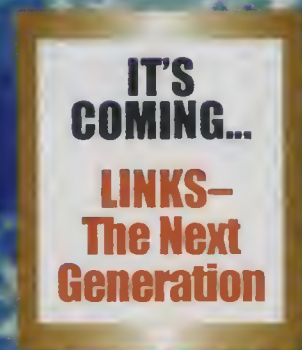
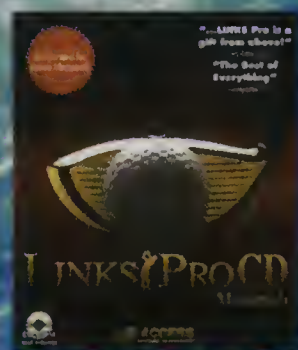
Telescope Repair for Beginners. Whack...



Don auditions for "To Wong Foo..."



# LINKS NOW AND







# FOREVER



**ACCESS**  
SOFTWARE INCORPORATED

4750 Wiley Post Way, Bldg. 1 Ste. 200 SLC, Utah 84116 1-800-800-4880  
Reader Service No. 2



# Buried in Time: The Journeyman Project 2

## Unca investigates irritating irregularities

**W**alking through this splendid puzzle-adventure last month, we explored home base (*Gage's apartment*), jumped to *Farnsteins's Lab* to get Arthur and (briefly) went to *Chichen Itza*. Now we jump to *Chateau Galliard*.

### Chateau Galliard (or commode ala mode)

Besides activating Arthur's chip and punching his comment button whenever possible, find two anomalies.

Look, a guard! Uh, I mean, Look, there was a guard. He's dead now. Go F and D to pick up the arrow. Then go U, R, R, F, F, F, D, F, U, L, F and R. Open the door (click on it) and go F, R, F, F, L, F, R and D. Ah, a grappling hook on a one-holer. Get it.

### If I had a hammer

Go U, R, F, R, F, F, R, F, F, F, L to the corner of the battlement and wait... wait... Yow! That boulder would have taken our heads off. Now go F, R, D, F, R, F and open (click) the door. Go F, R, D and get the hammer.

### Forging a key

Go back (U, L) and go to the forge (L, F, R, F, R, F and D). Click on one of the bricks on the right. See, it lifts up and there's a key mold underneath. Take the copper medallion you found in Chichen Itza and put it in the pan. Click on the wooden handle above the pan to operate the bellows. Click on the molten metal and put it in the mold. *Voila!* A copper key!

### Footprint in the sand

Let's go find what the key opens. But first, go U, R, R, F, L, F, L, F, R and open the door. Go F, F, F, R, F, L, F, R, F, L and D. Activate the *Evidence* chip and punch *Locate*. Click the cursor on the footprint to record the temporal anomaly.

### Outside the tower

Go R and go F, walking across the moat under water. Heh-heh. Then, look U at the window in the tower. Save the game and drag the grappling hook to the top of the window (scroll the *Cloak* chip in sight, first). *Whoops!* The guards see us. They're throwing boulders! As



Click on the bottom-middle cable to whisk through the tunnel

soon as the F arrow is lit, punch it before they toss a cow! When we're through the window, activate the *Cloak* chip.

### Inside the tower

Let's explore the room. Aha! A hidden panel in the cabinet (F, R, F, D and Z the panel) and a lever device behind the tapestry (Z, U, L, L, F, F and click on the tapestry, opening a secret panel in the basement). A stairwell is R, R, F, L, F, F. Go L, D, F, U, L, F and open the door to the study. Go F, R, F, F, R, D and grab the burning letter from the fire. Activate it. Activate the *Translator* chip to translate the letter. Go U, R, F, F, F, D and translate the two journals. Go U, R, F, F, D and look at the diagram of the castle. See the secret room in the basement?

### Diamonds are not forever

Go U, R, R, F, L, F and open the door. Go F, F, L, D, F, U, L, and F. Open the cellar door. Hello, there, mysterious stranger! Now, go F, L, F, L, D and drag the copper key to the chest. Climb inside and go through the false bottom (F). Look D, R and open the unlocked coin chest. Gold! Drag a handful to inventory. Go U, R, R, F, R, D and put the *Locate* cursor on the sword-case to find that the diamond in the sword hilt is false! Now, *Jump* to *Da Vinci Studio* (first select *Mission Briefing*).

### Dis is Da Drum and Dat's Da Vinci Studio

Besides playing the latest Herbie Hancock CD, find three more anomalies.



There are many ways to die. This is only one of them

### The case of the mysterious stranger and a footprint

Go L, L, D and click on the balcony key to unlock the door. Go U and open it and then go F. There's that stranger, again! Go R, R, and F back into the room. Then go U, R, F, L, F. Set the panel levers to *Unlock* and *Up*. Go D and click on the wheel (brings up the elevator). Go U, R, R, F, R, F, R, F, R, F. *Locate* the red smudge of a footprint.

### A siege-cycle built for one

Go U, F, F, L and enter the elevator (L, F, D, R) and click on the turnstile to get to ground level. Then Go U, R, open the door (featureless in the dark) and go into the garden (F, F, R, F, F, R, D) and get the rope.

Go U, R, F, F, R, F, open the door, and go F, F, L, F, L, F, F, R. Get the wheel assembly and check out the siege cycle diagram underneath.

Z (oom) away, go D, L and get the pegs. Go L, U, L, F, F, F, F, L, F, R, F, R and get the drive assembly.

Go R, F, L, F, R, F, F, F, F, L and D. Then drag the wheel assembly, the drive assembly, the pegs and finally the hammer onto various parts of the frame. Take the completed siege cycle.

### High wire act

Go U, L, F, F, L, F, F, D and Z the diagram on the desk (translate the sign on the cabinet for a grin). Go U, L, F, R, F, L, F and open the door. Go R, F, L, F, R, R, F, F, L, F, L, F, R, R and D. Click on the catapult handle.

Go U, L, F and line the crosshairs up with the



Go on, take some of the coins. I won't tell



You'll need a sword to cut through this membrane



The wealth god has a jade block. Take it





### Don't try to cross this rope bridge. It's suicide

balcony tower. Move the cursor until it turns into an arrow pointing right and click nine times. Then click two times when the cursor is a down arrow. Click on the center lever (you automatically dismount).

Go L, F, L and drag the bicycle onto the wires. Go F to mount the cycle and F to reach the balcony.

### Triple play

Go F, F, L and D. Unlock the door with the balcony key. Go U and open the door. Go F, R and D and *Locate* the page of text laying in the dark. Then get the nearby lens filter and attach it to the suit's camera (click on its inventory icon).

Go U, F, R, D and *Locate* the closed notebook to record yet another anomaly.

### Have a heart

Z away and go U, R, F, R, F, F and L. Open the cabinet and take the preserved heart. *Eccch!* Jump to *Chichen Itza*.

### Put another Chichen in the pot

Visit the Mayan Underworld again.

### Feed the war god

On arrival, go R, F, L, F, activate the *Translator* chip and Z the dials. Reset the date to 3 *Tree* (click the up arrow once). Z out and go L, D and pick up the bowl. Go U, L, F, D and put it in the statue's lap.

Go F, F, F, F, F to the fork in the path and then go R, F. Translate the glyphs on the war god tiki. Examine its face and drop the bloody arrow in its mouth to open a secret door. *Save* before entering. Tricky stuff ahead.

### Feed the snakes

Go F, D and take the skull. Turn L and click on the serpent. Feed it a skull (click on it to open its mouth). Feed one to the R serpent, too. Then take back the skull from the L serpent (click on it, grab the skull and immediately go R and F, F to the second set of serpents).

Feed the skull to the L serpent. Go F and L, D and take the skull and go back and feed it to the R serpent. Now, take the skull back from the L serpent and go to the first set of serpents. Feed the skull to the L serpent. Go back to the second set, take the skull from the R serpent and feed it to the



### You'll probably see this screen several times at ungorgeous gorge

left serpent. Confusing, huh? But, if the feedings go well, all spears are deactivated and all doors open. Go R, F, F, F, D and take the obsidian block.

### Ungorgeous gorge

Go U, R, R, F, F, F, F, F and open the door. Go F, F to reach the fork in the path again. Continue F, F (automatically hopping stones), feed the water god tiki the water container. Go F, F, F, F, F through the now open door. Go R, F, R, R. *Save* here. Very tricky business, here. Hop the five swinging platforms to cross the gorge (save after each success). It's all timing (click the F arrow just as the swinging platform approaches). Once across, go F, F and D. Take the limestone block. Go back to the fork in the path (avoid the arcade jumps by *jumping* to *Chichen Itza* and then going to the fork).

At the fork, continue F. Then go L and F and feed the wealth god tiki the gold coins. Go F, F, F, R, D. Drag the rope to the tie bar. Go F, F, F, D and take the jade block.

### Feed the death god and open a coffer

Go U, R, R, F, F, R, U, F, F, F and open the door. go F, F, L, F, D and record the evidence of glass chips in the pile at the death god tiki's feet. Go U and feed the tiki the three blocks (jade, etc.). Go F, F, F, F, D through the door and *Locate* the anomaly (synthetic blood) in the bloody pool on the left.

Drag the heart to the pool and a coffer pops up. Activate the translator chip. *Save* here if you want to solve the puzzle of the coffer by yourself. There are poisoned needles inside.

Give up? Then turn the symbols to make the phrase: *The breath of Itzamnu* (it's on one of the walls of the temple above ground). Click the snake on the right of the coffer and the *Evidence* chip automatically records the evidence inside. Take the environment cartridge.

### End game

Just when you think you're going to checkmate the king, there's a queen in your face!

### What's the password?

Punch *Recall* to get back to home base. Use the environment projector (R, R, F, R, D, F, R, F, F, L, D Z) by dragging the environment cartridge to the center of the projector control. Watch the movie until the mysterious stranger interrupts! Why,



### Don't try to talk with your mouth full

that's no stranger, it's Agent Three and she wants to give us a mind-wipe! Arthur will get you out of this mess. You don't know that the password is? (It's *gravball*. Shhhh!)

### Those cruddy Krynn

Go R, R, F, F, D and pick up a new generator core. Go U, R, R, F, D, use the eject button. Exchange the charged core for the old one. Go U, R, R, F, F, R, F. Click on the plasma tool. Scroll to *Transport Code*. Click *Run Program*. Write down the code (657255190235). Go R, and read the post-it note. Click on the INN display screen and review the *Symbiotry Technology Discussions* story.

Discover that the Krynn are the enemy. Note the three digit *Alien Code* at the end of the report: (272). Make sure the lens filter is attached. Go R, F, L, F, R, R and click on the face of the transporter device. Enter the *Transport Code* and then the *Alien Code* when prompted.

### A code in the node or is it a sword?

Go F, F, F, R, R, R, F, R, F to a junction. Scroll the *Cloak* chip in view, *Save* and go R. Activate the *Cloak* chip and allow the aliens to pass. Then deactivate it. Click on the cable at the base of the ring to move through the tunnel. Click once more to ride to the storage chamber. Go F to the spherical node.

Open the various nodes by clicking on them (there are six). Circle the storage chamber. Drag the explosive charge to the sword in the third node to blast it out of the membrane. Use the sword to hack through the membrane seals around the items in the other nodes (ignore the Cheese Girl).

Return to the mouth of the corridor. Click on the cable twice to move down the tunnel. Then drag the sword to the cable to seal the corridor.

Go L, F, L and F. Drag the burnt out fusion generator core to escape the teleporter pod. Go F. Click the lever on Icarus's pod, rendering him harmless. Go R, F to enter the transport pod. Go R, R and click the lever on the left.

Watch the pretty pictures and congratulations! You've finished the game.

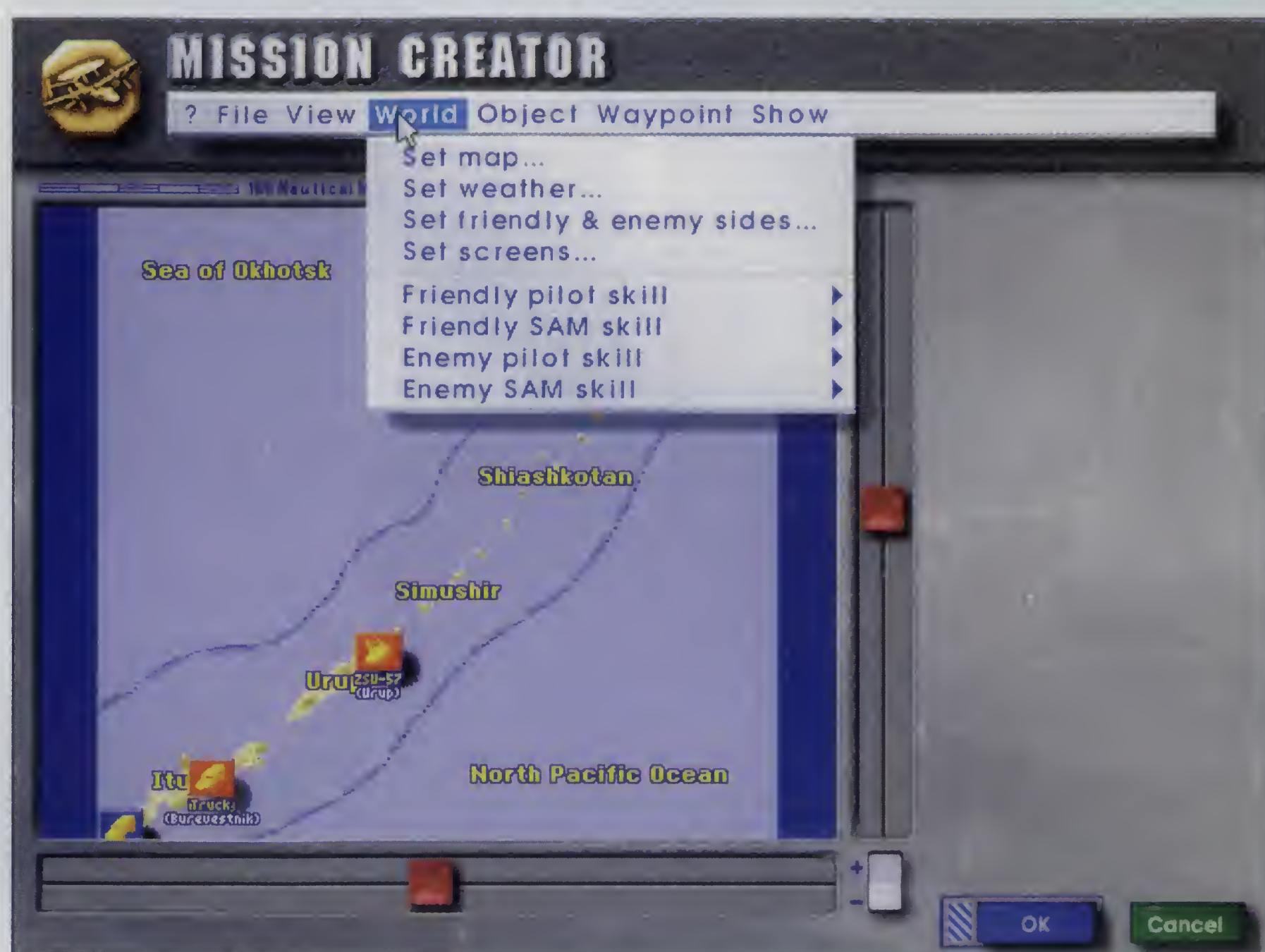
*The—the—the—that's all folks! See you in the Boots of Re.*



Andy Backer



# The Hangar



US Navy Fighters - a surprisingly detailed mission creator, too challenging for many

Everyone else in the world's taken an hour out of their time to offer a wish-list of what they'd like to see in a flight sim, so I figure this month I'll chip in my two cents' worth. The following comments are based on what I think is actually do-able, rather than more purely blue-sky dreaming.

## Editable stats

There's no reason why players shouldn't have the opportunity to work with a flight sim's variables, more particularly, an air combat sim's variables. Certainly redefining a flight sim's flight model drastically is probably beyond the scope of a design, but it would be nice if players had the option of having, say, about eight different performance factors that they could tweak to make the airplane modelled handle more according to what they feel is "realistic." This has been done in a very elementary way, by giving players "arcade" vs. "realistic" or "easy" vs. "hard" options, but I'm talking specifics that would have more to do with things like thrust/weight ratios, climb/dive rates, inertia on roll, drag, etc. This has proven highly successful in the past with **Aircraft & Scenery Designer for Flight Simulator 4.0**; why not extend the possibility further to some really solid air combat sims? I wouldn't like to see this become the entire focus of a design, but it would go a long ways towards allowing a player to customize the flight experience to his or her own wishes.

Now, more generally, it would be great to be able to tailor weapons and enemy approach timing issues, as well as likelihood of contact. Published specs on most weapons systems are

extravagantly optimistic (these publications are being used to sell such systems, to Congress or to the leaders of Oman, remember), and too many air combat sims tend to take such specs at face value. Give the player a chance to start off with published specs, and then the chance to tweak them to produce pacing in an air combat mission that feels "right" for that player. Some people find engagements way too fast to think about what they're doing; others find engagements too predictable. Again, offer the player a chance to adjust performance (time to target, time to contact, percent hit possibility, etc.) so that s/he can tweak a scenario to the most pleasurable balance for current expertise.

Finally, many sims have already taken the "earn your wings" approach to limiting/allowing players into more and more of a sim. I think that's a bad idea. Never lock anyone out of any part of a simulation just because they haven't proven themselves yet by "passing" some part of the design. Sure, make certain parts harder than others so that entering a complex engagement without clue one results in quick catastrophe, but don't leave a player outside the door without the ability to at least try.

## Customizable missions

Players revel in the ability to construct their own scenarios, or to edit and change already existent scenarios. An air combat simulation with a series of canned scenarios should really have a full mission designer by default. This is one of many things that's highly laudable about **Pacific Air War**, for instance (and *MicroProse's* older title, **Gunship 2000** – with the **Ice & Islands** scenario disk and mission



Falcon 3.0 - Player and Wingie stats should be available for editing

editor). Ideally, said mission designer should have some randomization options built in, so that if players don't have the chance or opportunity to trade designed missions with friends or over a network, they can still dial in some level of unpredictability in a home-built mission. The scenario designers for some recent wargames – **Warlords II Deluxe** and **Empire II**, in particular – are great models for how such designers should be built (at least the non-random part); don't make the player hand-create each and every aspect of a scenario, but allow that as a possibility if so desired. Create a mission-designing system that will either generate missions which can then be fine-tuned with close editing, or allow complete control over all elements in the scenario. The mission designer in **US Navy Fighters** is a good step forwards, but a little too time-consuming for the "boot it up and play for two hours" crowd.

## Designer player characters

You're usually just one pilot, with (these days) some wingies or a couple of flights to control in a modern air combat sim. Some rudimentary efforts have gone into the creation of the air combat equivalent of "rolling" your own characters, but this is an area that really needs some exploration. For the most part, you still develop your pilots (when this is possible) through real-time training. That's fine, but what about being able to simply hand-edit pilot capabilities, so that you can test out a combination of specific skills of your choosing as you set up a mission (or better yet, combined forces mission)? The process of taking an NPC through real-time training in, say, **Falcon 3.0** is too time-consuming for many players to pay attention to. Give the player a chance to keep a sub-directory of characters to call upon (and who can be resurrected quickly enough if they get wiped out in a mission), and you've given the player a chance to understand how the software is handling the various skills you designate.

## Terrain design

We're not there yet technologically – there's just too much intensive work that has to go into putting together realistic, USGS-style mapping of terrain – but some day it would be nice



to be able to use a system such as is available in Maxis' **Sim Life** to create your own combat environment. This would be particularly satisfying for sims involving craft that operate close to terrain, such as modern terrain-following airplanes or helicopters. The advantage of this tweaking possibility would be that you could create theatres separately from your missions, and try out different kinds of mission profiles in different kinds of terrain. Alternately, if you found a mission too easy or hard, you could put together different parameters for the possibilities of terrain-masking in the mission scenario, giving the player more or fewer mountains to work with on same.

### Object placement

We rely for the most part on our software designers to set up missions with careful, thoroughly-tested placement of ground objects, and the air combat equivalent of sprite generators, i.e. those elements which launch the opposing air forces against the player. Again, this is something players would probably love to get their hands on. With the right reference material, you could construct different kinds of ground situations to deal with, different kinds of enemy CAP and air defense profiles to encounter, different combinations of units to combat. It's probably true that most players would find out rather quickly that this is one of the most difficult parts of good air combat simulation design; the frustration of learning how to do this right, however, would be rewarded with the sense of accomplishment (and further understanding) that nothing else in air combat simulation currently has to offer. Furthermore, having taken on the task of doing it yourself, a player would more likely have greater respect for the kind of effort required to get such things right in software design.

Okay, some of you are probably screaming **Flight Sim Toolkit** at this point (Domark software). Yep; it offers a lot of the above. Problem is, it offers it in the form of a start-up system which is so complex and time-consuming that the time it takes to get to the end results most players are shooting for is well beyond what's desired. You're lucky if, after weeks of dedicated design, you can get a good WWII-style scenario that comes anywhere close to what, say,



Tornado - How about adding terrain editing to a sophisticated mission planner like this?



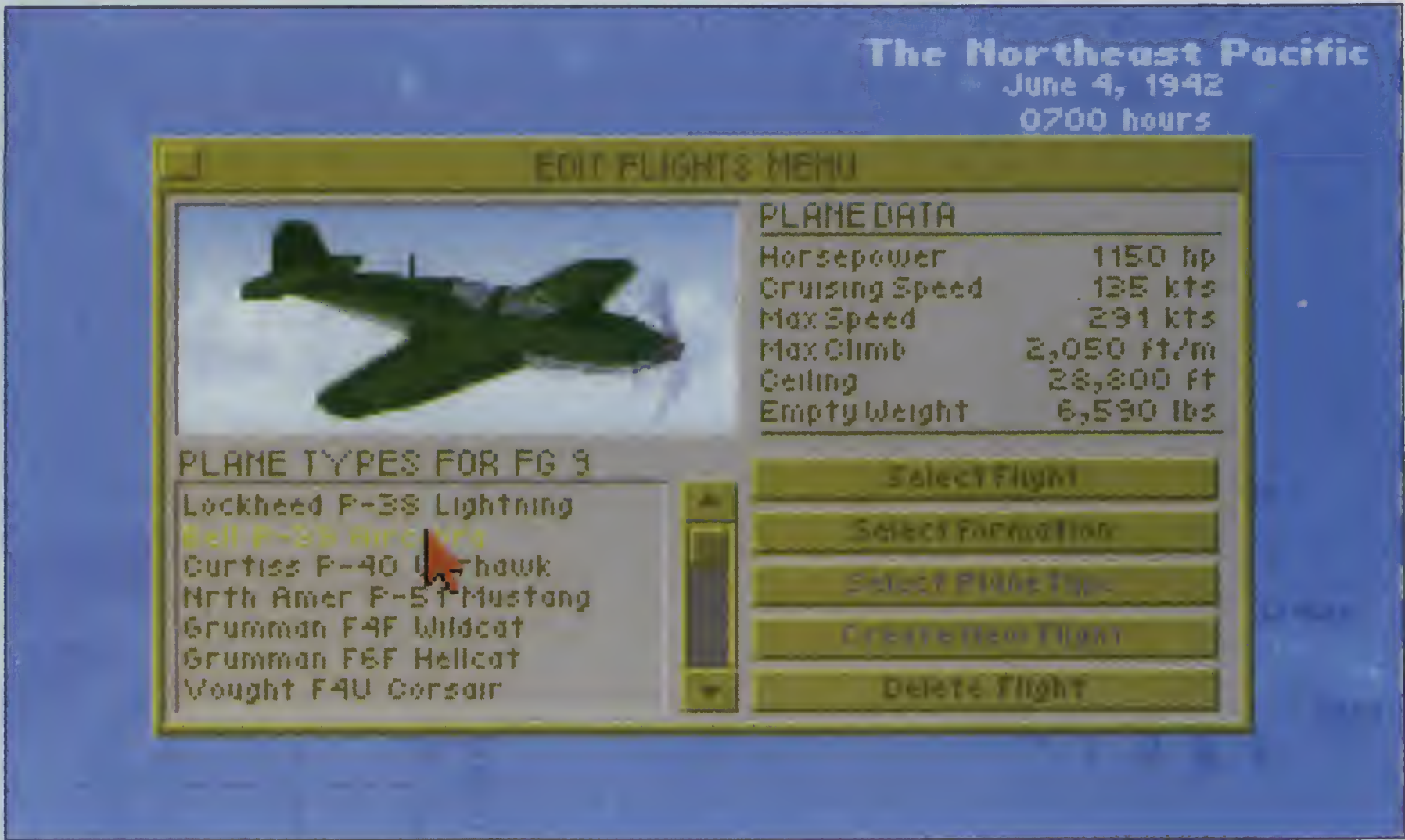
Warlords II Deluxe - Now this is the kind of editor every air combat sim should have!

Domark's own **SVGA Harrier** offers in its first few missions. The catch is to provide the design capabilities as well as a full-fledged air combat simulation with the scale of a **Pacific Air War** or **Falcon 3.0** and the graphics edge of a **US Navy Fighters**, along with full design capabilities. Would this kill the future audience for air combat simulations? No way – it would probably leave most owners of this kind of software eager for more, as after working with same they'd now have a fuller appreciation of all the details present in a good air combat simulation. It would probably be a more "interactive"

way of educating an air combat sim audience than any online CD-ROM manual accompanying a sim could provide. And it would be damn fun, especially if the multi-player aspect were there as well. Seen anything that approaches the above spec? Write in and let us know; or if you design these things, write in and let us know the obstacles you see to creating such a design.

Crunch Out.

Steve Wartofsky



Pacific Air War - It would be nice to be able to tweak some of the planes' parameters, eh?



# Air Combat Advisor - Attack!

In continuing with air combat basics, this month we'll discuss the Attack stage. The Attack stage follows the Closing stage. What separates the Attack stage from Closing stage is the proximity between you and the bandit. When you have reached weapons range and have working weapons and ammo, you've entered the Attack stage. Depending on which side of the coin you're on, this is where the fun begins or where the sweating starts.

## Kinds of attack

Boiled down, there are really only two basic attack positions – H2H (Head to Head) and H2T (Head to Tail). Unless you're flying a MiG 29 with a helmet-mounted missile sight or a helicopter with a gun turret, the nose of your aircraft will always point at your opponent during attack because that is where your guns and other weapons fire from. Your target will face you with either its head (nose) or tail (other part of his aircraft). For our fighter discussions, the distinction between head and tail is based on offensive capability. Anything other than the nose will be considered the tail, since it can't shoot at you.

Naturally, the most desirable position is H2T because you're offensive and more importantly, your target is defensive (remember we're only talking about fighters here). On the other hand, H2H is dangerous because even though you're offensive, so is your opponent. You can be shot down. We will cover each separately.

## TACA of the month

The first TACA commandment of the month – never break off an attack once you've initiated it. Once you're within weapons range, if you decide to turn tail and run, you'll be setting up a shot at yourself for your opponent. If you



When you have superior fire power, a level, head-on attack is exhilarating when you get the kill. Unfortunately, with level attacks, you'll probably get shot down just as often

weren't sure you'd be able to fight in this battle, you should have figured that out earlier and avoided the Closing stage all together.

## Head-on

Taking out an opponent on a first head-on pass is exhilarating to say the least, but most of the time, it's like shooting craps, because you never know if you'll win or lose. When faced with a H2H confrontation, you have to make a decision to go for it, or try and avoid it. Each has its drawbacks. If you try and avoid the head-on, you become defensive. While voluntarily putting yourself in a T2H situation may seem like suicide, in some situations it's the

only way to stay alive. There are two situations where you may want to consider such actions. One is when you face superior marksmanship, such as that found in the **Aces Of The Pacific** and **Aces Over Europe** designs. When faced with borderline "unfair" AI (where the best you can usually hope for is a draw in H2H confrontations) going defensive is a good decision. The second situation is when you're faced with superior fire power, such as when confronting a P-40 while flying a Zero. In either of these situations, going at it toe to toe will 7 out of 10 times result in you going down in a ball of flames. If you do choose to avoid the H2H confrontation, you're jumping to the Maneuver stage, which is outside the scope of this installment of TACA. For now, we'll discuss how to increase your chances of coming out on top in a H2H attack.

## Weave and fire

The H2H attack is a "catch 22." In order for you to get the "best shot" at your opponent, most pilots fly a steady course relative to the target's position. While this will increase the likelihood of your pumping the opponent full of lead, unfortunately it also increases the ability of your intended target to reciprocate the gesture. Conversely, if you fly a course which gives your opponent a difficult shot at you (a high angle of deflection shot), you also make your shot at him more difficult. So what's a pilot to do? Well, by far the best/safest solution is a compromise of the two. What you want to do is fly a weaving course *en route* to your H2H pass. Fly your pattern so the gun sight of your airplane crosses over the firing position of your target. When he's lined up, squeeze off a few rounds at him. The pattern you fly is totally up to you, but to give you an idea of what you want, try flying so the nose/gun sight draws a figure "8" around your target. This will give you



Using the weave and fire attack, you probably won't see too many "ball of fire" kills, but they are possible. The advantage lies in your higher survival rate





In addition to getting shot at, the other problem with level, head-on attacks are head-on collisions

twice the number of targeting opportunities, as well as some altitude and heading changes to complicate things for his shots at you. This technique will also reduce the likelihood of a head-on collision. Note that with properly executed weave and fire attacks, you may not get the spectacular “ball of fire” kills as often as when you’ve gambled on toe to toe fights, but your H2H survival ratio should nevertheless improve.

## Attack from the back

When attacking fighters, the preferred attack position is H2T. Naturally, when attacking bombers, that preference changes. For now, we’ll continue with fighters (we’ll get to bombers later in the series). While attacking unsuspecting fighters from the rear is the most desirable, you rarely get the opportunity for such attacks. The gun opportunities you’re most likely to come across will require deflection shots. In either case, since the nose of your intended target is facing away from you, you’re usually not in immediate danger (you’re not dodging bullets). Therefore, go ahead and plant your gunsight on your target vector and keep it there. While this may sound like easy pickings, there are pitfalls to avoid with rear and flanking attacks.

## Smash

Some armchair pilots would say that the most common mistake new pilots make when executing H2T attacks is flying too fast. While attacking with excess speed/energy (*smash*, in fighter jargon) can be a problem (especially in a rear attack – you whizz by your target and suddenly find yourself with him on your six!), I believe the problem is in not knowing what to do with that excess smash. Flying at a very high closure rate increases your chances of surprise and is desirable, especially if you’re utilizing “hit and run” tactics.

The other drawback (in addition to the rear attack problem/illustration) is that high speed will increase your turn radius. How your aircraft performs will dictate how critical these drawbacks are. If your aircraft is a poor turner compared to your opponent’s, slowing down to avoid overtaking him puts you in a bad position. You may get more rounds off at him, but if you don’t kill him right away, you’ve bled off some of your E (energy) and are now faced with a turning fight, with you at a disadvantage. Oh, you can try and dive away (to regain some E and put some distance between you and him) but he’ll most likely be able to squeeze off a few rounds



Attacking fighters from the rear is always the most preferable approach

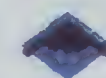
at you. Even though this touches on the Maneuver stage and the Disengage stage, if you find yourself in a position where you’ll be flying past your target, it’s better to go punch the throttle and keep on going than to try and force a bad position. If you try and turn at a high speed, your turn radius will be large, and will usually allow the bandit to pull lead and shoot at you. When faced with this scenario, just fly away and set up another attack run (if you can).

On the other hand, if your aircraft is the superior dogfighter, you can bleed off your speed and engage into the turning fight with the advantage. Excess smash isn’t as big a problem. So, if you’re carrying excess smash, what do you do?

## E conversion

The best way to reduce excess smash is a simple E conversion: *trade off speed for altitude*. A popular choice is to pull back on the stick to slow down, roll over to point your nose at your target, squeeze and kill. If you feel that pulling some Gs won’t bleed off enough speed, reduce throttle and/or drop your air brakes/flaps/gear (whichever your airplane will let you do). This will result in a net loss of E, but it’s worth it if it gets you the kill. However, keep in mind the proximity of other bandits. The trade-off may not be worth it if you’re caught out of E with that other bandit ready to pounce. It’s better to save your skin temporarily and then make more kills later in the battle than to sacrifice yourself for just one measly kill.

Well, we’re out of space again. Until next time – Kamikazes wore helmets. Think about it.



Ben Chiu



Attacking with too much smash from the rear can lead to collisions also



Too much smash can easily turn this...



...into this



# TFX: EF2000

Three flight sims will define what the genre can do this Xmas: *Interactive Magic's Apache* (released early Fall), *SSI's Su-27*, and now *Ocean/Digital Image Design's EF2000*. The similarities between all three is that, finally, systematic effort has been made to take the genre of flight sims seriously, and to try to offer players the kind of in-depth material which helped the genre take off to begin with. The differences are instructive as well.

Whereas both *Apache* and *Su-27* have aimed for the middle of the hardware road, primarily by avoiding texture-mapped 3D graphics (something PC's generally can't really do yet, though in the next six months or so 3D acceleration cards should finally change that), *EF2000* has — like *Jetfighter III* — gone the whole hog and shot for as realistic visuals as possible. *EF2000's* most immediate impact derives from the fact that it does texture-mapped SVGA 3D, and does it well, without the kinds of severe performance penalties exacted even on a Pentium 100 from, say, the likes of *US Navy Fighters* with full graphics detail on (you'll still need a P90 to really enjoy the SVGA mode, though — a perfectly satisfying 320x200 mode is included for 486/DX2 -P60 play as well).

The SVGA texture-mapping is consistent throughout the design. That is, it provides detail both for the objects in the simulation and for the terrain — all millions of square kilometers of it (your theatre is essentially all of Norway, with much of Sweden and some of Western Russia thrown in). Like *Flight Unlimited*, then, *EF2000* is a startling revelation of the kind of near-photo-realistic performance we're about to achieve in PC-based simulation. Unlike *Flight Unlimited*, that photorealism extends across a vast world.

That alone is worth raving about in *EF2000*, but the sad news for everyone else doing this is that the Kings of Air-Head Flight Sims (*F-29 Retaliator*, *TFX*) have decided to give up their Glamour days and head off to Technical Institute. The results are even more startling than the visuals.

Yes, *EF2000* is a *real* flight sim from *DID* (c'mon, fellow Americans! These Brits are beating us cold, get crackin'!). Every bit as much attention has been given to flight modeling, weapons modeling and instrumentation modeling as should be for a cutting-edge, realistic simulation. While — unlike *Apache* and even more so *Su-27* — *EF2000* does limit itself to *relatively* accurate weapons per-



Let's take out that heavy dude

formance (you're not going to be able to measure real-world weapons specs — which are mostly extravagantly optimistic, by the way — against their counterparts in this sim and come away with a 1:1 correspondence), the bottom line, i.e. the rhythm of the missions in both air-air and air-ground combat, will remain quite credible. The flight model for the design, by contrast, is as accurate as they come, having been tested thoroughly by pilots of the real EFA next-generation fly-by-wire European fighter. The *EF2000* is built as an essentially unstable design, giving it greater maneuverability, especially at the edges of the flight envelope. It's also a computer-flown plane, which makes it one of the easiest fighter jets around to fly. Its built-in terrain following capabilities give it a Tornado-like mission profile, when needed. All summed together, these aspects of the real plane's design result in an aircraft which flies like little else out there, and the feel of the flight performance in *EF2000* models this fact.

Some of the other areas where *EF2000* shines are in the campaign system and in the onboard instrumentation, used for electronic warfare (night missions, air-ground guided attack, etc.). The campaign system is almost a mini-*Harpoon II* in itself; the player has the ability to get into strategic play with the design, and focus on the progress of the overall campaign, with the ability to jump in at key points to engage in particular missions that are a part of that campaign (something *Across the Rhine* tries to do from the other end, focusing mainly on the strategic/command rather than tactical perspective, outdoing *Harpoon II* in the process in every way. This works better). Full access to different kinds of

maps — strategic, geopolitical, environmental, terrain, etc. — provides the player a chance to do some real-time strategizing as a campaign progresses, giving *EF2000* an edge in this area on every other current flight sim out there (with the possible exception of *Apache*). The electronic warfare capability onboard the plane offers similar depth from a more tactical perspective — the player can set the plane on autopilot and concentrate on guided weapons delivery (complete with laser designation and offset capability) using certain of the onboard systems. Finally, the wingie and flight AI offers the player easy and effective control of coordinated attack procedures, making use of wingmen a pleasure rather than a nail-biting chore in any mission.

*EF2000*, like almost any flight sim these days, also comes with multi-player capability. Not as cutting-edge as *Confirmed Kill* or *Werewolf vs. Comanche* in this area, the modem-modem play is nevertheless one of the easiest around to get working right, and now provides both opponent and front-seat/back-seat allied as well as wing leader/wingman play, making coordinated and electronic air-ground attack missions some of the most exciting head-to-head out there.

All told, *EF2000* is going to put *DID* in the same room with the other Big Boys of air combat simulation design — and in some areas do them one better.



Steve Wartofsky

Designed by: **Digital Image Design**  
Published by: **Ocean Software**  
Platform: **DOS**



Zoom in for front MFD detail, still in SVGA



Trouble ahead, buddy; lucky there are wingmen



Checking opponent CAP patrol



# If you can find a more realistic dogfight simulator, fly it.



*"WWII air combat at its very best."  
— Denny Atkin  
Computer Gaming World*

## FIGHTER DUEL™

Fifty years ago, air combat decided the fate of the world. Now it's your turn. With Fighter Duel for PC CD-ROM. The most realistic dogfight simulator in history. Through amazing high-resolution graphics, you'll experience real-world physics and flight modeling as you pilot Messerschmitts,

Spitfires, Mustangs, Corsairs and Zeros. There's even a rookie mode for beginners.

Can you survive seven tactical scenarios? Overcome eight bandits at once? Or outgun that second modem pilot?

Without losing your lunch... Or your life? Fighter Duel. The way it is, is the way it was.

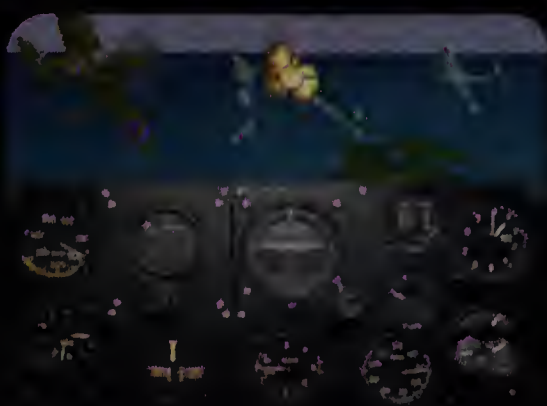


Photo-realistic, fully functional instrument panel.



Dogfight the deadly Zero or 12 other classic WWII war birds.



Scan the skies with multiple cockpit views.



Take on human opponents in two-player modem duels.



©1995 Philips Media, Inc.

For more information call 1-800-340-7888.  
Visit our Web Site at <http://www.philipsmedia.com/media/games>



**PHILIPS**



# Werewolf vs. Comanche

Call them what you will – some sim-heads insist on calling 'em arcade games – fact is, **Comanche** and now **Werewolf** are just damn fun to play. It doesn't hurt that *Novalogic* has seen fit to release them together as one package, with the absolutely best networking, direct-connect and modem play technology currently out there, in **Werewolf vs.**

**Comanche**. It also doesn't hurt that *Novalogic's* Voxel Space™ technology, while perhaps not the best for a ground sim like **Armored Fist**, nevertheless provides detail and speed for true 3D representation like nothing else out there.

While other sims may actually look better these days, both **Comanche** and **Werewolf** actually have significantly more actual 3D detail in the scenery design than is present in some other software. Seen any other sims lately that provide as much vertical variety packed into a small space? Unlikely.

*Novalogic* long ago cured the problem that caused some people to pooh-pooh the original **Comanche**, i.e. the lack of decent dual controls. **WvC** offers full *Thrustmaster* as well as *CH Products* support for dual joysticks, and thus makes combined cyclic/collective maneuvers – particular to the genre of helicopter simulation – not only possible but easy to do. This engine thus remains one of the easiest to play, while providing the kind of full control realism that takes it beyond simple arcade gaming. While the emphasis on instrumentation and weapons control is rather light, there's enough variety of selection and plausibility of performance to keep players on their toes when it comes to real-time tactics against opponents.

**WvC**, like its predecessor, is mission-based. With this release, over 90 separate missions are available all-told, with 30 more available for multi-player gaming. That should give the design adequate legs for anyone who's suspicious that such mission-based designs wear out quickly.

The biggest strength of **WvC** is the variety of connect modes available. Players can put together up to eight separate humans on a LAN to engage in combined allied/opponent play, thus literally taking the computer opponent almost completely out of the picture. In this form, **WvC** proves a glorious group game; the multi-player engagements go far to remove the frustrations of coming up against a computer opponent which too often seems either untrackable (when first playing the game) or excessively predictable (after playing it awhile). Play balance is perfect when you're up against (and

fighting alongside) other human beings.

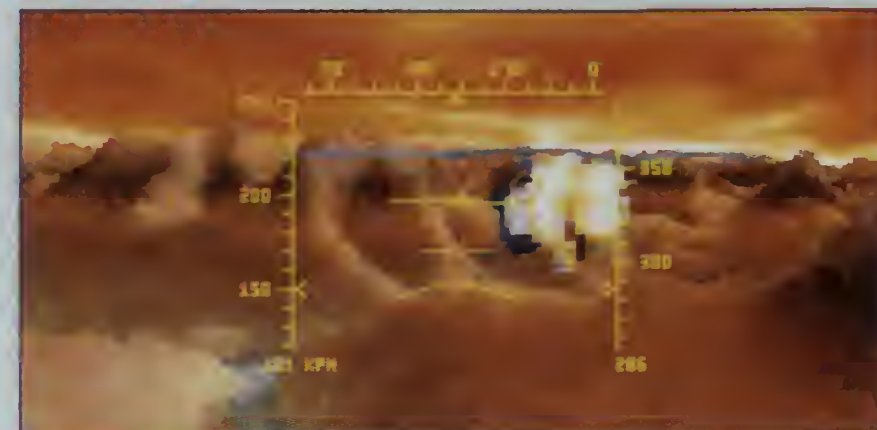
Barring that LAN we all assume is in every local countryside pub, you can put together two-player head-to-head in a number of different ways. Direct serial link, Laplink-compatible parallel, and high-speed buffered modem (minimum 9600 baud) options are all present. The Laplink-parallel option in particular could provide some real fun for head-to-head on a couple of portables – assuming they can both run CD-ROM drives as well, of course. High-speed buffered modem connection means that the days of yore, when frame rate performance crawled to a halt up on 9600 baud or lower connections were the best you could hope for, are long gone. Fast modem hook-up means exciting head-to-head play, even between people in Burbank, CA and Bangor, ME.

If there are any negatives, they're the ones which are obvious: **WvC's** graphics simply do not look as smooth as some other current texture-mapped designs; the real-world objects present in the game have a tendency to lose both detail and legibility up-close. Play can end up being excessively simplistic for fans of really detailed flight sims, since the main focus is entirely upon fly and shoot. Because in some ways the software runs so fast, there's really little time – especially when playing against the computer – to engage in a variety of sophisticated tactical techniques; your goal is simply to blow up as many opponents as quickly as you can, usually using the overhead map in the right-most MFD to spot 'em before they spot you.

On the other hand, fast is good; if you're tired of sims chugging on your 486/66, this is a definite alternative to a CPU upgrade. The helicopters still seem to fly unrealistically, with the ability to go crashing into mountainsides at high speeds with only negligible resulting damage (the claim to counter this one is that it's a game, so some features are just for fun). And, finally, for those who've flown **Comanche** since its inception, while the missions are new ones – and all the extra effort put into providing haze, snow, rain,



Note the acrid, black smoke – you can see right through it



shadows, reflective water, translucent smoke and debris (the latter is an item other sim designers consider a major accomplishment, by the way) makes this one detailed environment to play in – the actual play can seem a bit too familiar.

Nevertheless, if you want to alternate between hours-long analyses and sessions of detailed tactical and weapons analysis, and simple boot-it-up-and-have-a-good-time fun – especially if you want some excellent multi-player action – **WvC** is well worth your consideration if you already own a "heavy" air combat simulation. And if you want a simple air combat game, well, unless you have a Playstation and *Namco's* **Air Combat**, there's really nothing else to compare.

Steve Wartofsky

Designed & Published by: **Novalogic**  
Platform: **DOS**



Don't you wish we could have a chopper sim that looked this good? Nice artwork for the end of mission screen, at least



Condition green



The bear takes aim



A CINEMATIC STRATEGY ADVENTURE

*“This all-video  
strategy adventure  
is the most  
advanced  
cinematic game  
ever released.”*

—Computer Game Review

A ROGUE SUBMARINE,  
A TRAITOROUS PLOT,  
AND THEY SAID THE  
COLD WAR WAS OVER...

A TSUNAMI MEDIA PRODUCTION

# SILENT STEEL

AN INTELLIGENT MOTION PICTURE ON 4 CD ROMS SCREENPLAY BY CHUCK PFARRER “SILENT STEEL”

Distributed by Brøderbund Software, Inc.  
© 1995 Tsunami Media, Inc. All rights reserved

Ask for *SILENT STEEL* at your  
local software retailer today.

Reader Service No. 149

T S U N A M I®



# Magic Carpet 2: The Netherworlds

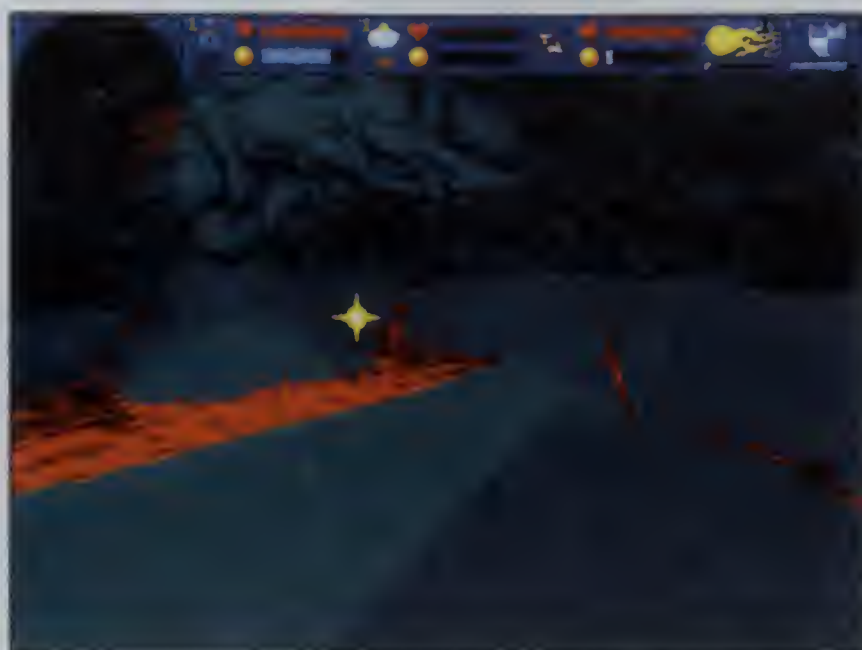
**H**o hum, I said. Another **Magic Carpet**. More fast, furious, and nearly impossible gameplay. More of the same. Yeah, maybe a different color palette, faster engine, etc. etc. but here I am again.

Not so! **Magic Carpet 2** is a whole 'nother way of thinking! You're in a very different game-world here, and not just because of the fiction introducing the whole thing.

For starters, the levels now vary between above-ground and underground. The underground levels must be played to be believed; they consist not only of tortuously complex lava tunnels, replete with bubbling (and dangerous) lava, but also of complex explore-and-discover puzzles which add a totally new twist to the whole **MC** thing. Both above and below-ground levels are significantly larger (and thus longer to play through) than previously, which turns the game into a slightly more contemplative experience. Whereas the first **MC** (and subsequent add-on) really goes for the carpal tunnel, with its epic wizard battles and endless hordes of beasties, in **MC2** the opponents are (perhaps, have only played through the first seven levels or so) fewer but far smarter.

Take the black sky dragon/wyrm/wyvern present in the original **MC**. Dubious fellow at best, but all you have to do is back up carefully, staying in range all the while, and hammer away at him while he approaches you aggressively but more or less mindlessly. His nephew in **MC2** is a bird of a different feather, however; not only is he prettier (especially in SVGA, which is now quite usable on a Pentium for play without any serious hint of slow-down), he's a bit dodgier. Well, er... he dodges your shots more, at least. So you can't just back up and fire away; you have to anticipate your shots, you have to lead them, work on your reverse chandelle while you fly to the elbow to maintain your shots well within the 3-9 line on his hindquarters... er, oh, this is an arcade game, sorry!

Which is to say, though, that **MC2**, like its predecessor, speaks well to a flight sim/air combat fan. Particularly in your flight-and-fight contests with the other wizards in the above-ground scenarios (they plague you like crazy this time around; there's an average of at least four way too soon for you to sit back and relax), the usual arcade or even **Underworld II**-style techniques for aim and fire prove insufficient. Robert Shaw would probably cringe to think that his bible for air combat pilots might prove useful in a 3D carpet-flying game, but it's so, it's certainly so. Just



Your weapons will cast light along the dark walls as they travel

figure out whether you've got any real fire-and-forget fireballs as you proceed.

Spellcasting, ah, now *there's* an area where **MC2** has really taken off. Perhaps in anticipation of the jollies **Bullfrog** have planned for us with **Dungeon Keeper**, they've given us a number of levels of the various spells available, along with a few new ones. The higher-level spells are a sight to behold, and will quickly turn an advanced play session with **MC2** into a real on-screen contender for the Fireworks of the Year Award (so what if it's the dead of winter; you can have the 4th of July in your game room any old night this way!). Special spells prove invariably useful when you run into those after-burning wizards again — rope 'em in and keep 'em from cowardly blast-and-flee tactics, then collect their bones to make atonal panpipes.

The underground worlds, while less wizard-fight-oriented, have their own special little plagues as well. The spiders, for instance. They seem innocuous, are relatively so on an individual basis, but *there comes that head again, spiders pouring from its mouth!! Oh no!!!* — blast, back to the last save (fortunately, you can save in-level now, instead of having to repeat a failed level from the beginning. A major **Bullfrog** advance, maybe someday they'll even allow us to roll up some stats for a character? Naah, too old-fashioned). The spiders are just one (early) example of the wild and woolly nasties you have for your disposal as you progress with the game. The undead are another; they pull this neat trick, where they basically frighten you into losing various components of your spellcasting abilities, then claw you to death if you don't keep moving. I've always considered the undead a severe annoyance, particularly during rush hour, but **MC2** definitely puts them permanently out of favor forever more now.



One of many wizard opponents, now in pieces. Pick up his spells before departing



These buggers start out benign enough, but attack viciously once provoked

What you'll find in **MC2** is a *significantly* more thoughtful game than was **Magic Carpet**. Not that the predecessor was a stupid shoot 'n' scooter, but you can tell that the design going into the "AI" et al for each of the levels in this one has taken a qualitative leap beyond what was done in the original.

And, oh yeah — the graphics are phenomenal. **Bullfrog's** first-person 3D is just amazing, especially in SVGA. The alternating claustrophobia and exhilaration generated by moving between the underground and aboveground worlds from level to level alone leaves you jaw dropped, breath held at a standstill, wondering what in the *hell* is coming next.

Hell really never looked so good; Mark Twain would've been delighted to see it this way. **Bullfrog** rules — 'nuff said.



Steve Wartofsky

Designed by: **Bullfrog**  
Published by: **Electronic Arts**  
Platform: **DOS**



Blow this dragon to hell while he's busy admiring his reflection



Enter the Throat of God as reward for completing your mission



As you progress, the course of your victory is charted on this overhead map



ADVANCED SIMULATOR SERIES

# GREAT NAVAL BATTLES™

VOL. IV

BURNING STEEL, 1939-1942

CD-ROM for  
IBM PC and  
Compatibles

## Europe Aflame!

SSI's masterful ADVANCED SIMULATOR SERIES sails on! GNB IV: BURNING STEEL™ is an enormous simulation that covers all European theaters of war from 1939-1942.

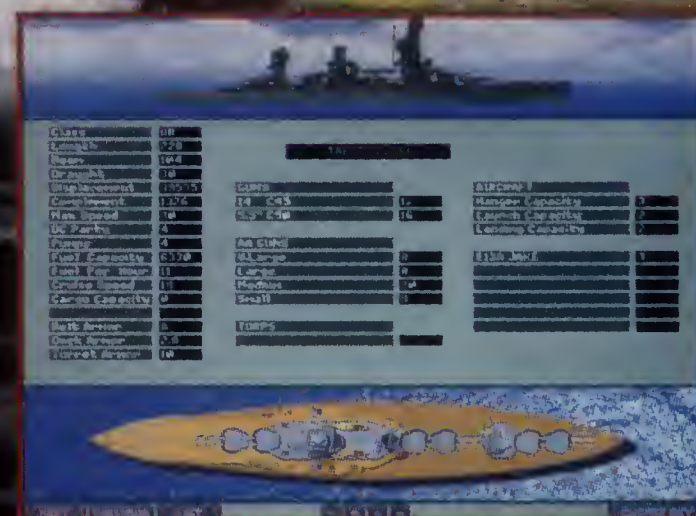
You'll have access to the Italian, French, Russian and British navies — *all major European ships and aircraft*

*present in World War II!* A Random Battle Generator lets you create unlimited conflict — from small surface engagements to full-blown carrier task force battles!

Use the powerful Scenario Editor to create your own battles or modify existing ones in areas like the North

Sea or the Mediterranean. For unprecedented control, a sophisticated customizer lets you alter various aspects of the game routines.

An intuitive, easy to use interface, Super-VGA graphics and an astounding sound track put this simulation right on target!



A MINDSCAPE® COMPANY

To order: call 1-800-601-PLAY with  
VISA/MC (North America only).

Call 1-800-771-3772  
for Game Rating  
information.



©1995 Strategic Simulations, Inc., A MINDSCAPE® Company. All rights reserved.

IBM 256-COLOR SVGA DISPLAYS.



# A-10 Attack!

**A-10 Attack!** from Parsoft is bound to make a huge splash in the Mac gaming community. Serious flight sims for the Mac are few and far between, and **A-10** is nothing if not a serious flight sim. As the title would suggest, the game puts you in command of a squadron of A-10s. Y'know, Warthogs. Tank killers!

Any sim flyer worth his joystick will tell you that one of the single most important aspects of a sim is the frame rate. If the frame rate is too low, you simply cannot accurately fly the thing. You'll note from the screenshots on this page that Parsoft opted to leave out the texture mapping and other favorite toys of the "state of the art graphics" set. Instead, they used a plain polygon engine that runs as smooth as silk in 640x480 mode on a lowly Performa 630 (that's an '040 model). The screenshots don't do the game justice. In flight, it is a thing of beauty.

The world is fully modeled, and runs in real time. Before you actually jump into a cockpit (and you can jump from one A-10 to another at will) you'll check mission requirements, then assign pilots, waypoints, and loadouts to all available A-10s. Any F-16s or other planes in the area can be given waypoints as well. Once the planes are thus "prepped," the computer will take over flying them. In this way, **A-10 Attack!** can be approached almost like a strategy game. For each waypoint, you can assign altitude, velocity, and targets. The system is quite powerful, though a bit confusing at first.

Which brings us to our first gripe. **A-10** is a complex piece of software, and the manual is sorely lacking. While it includes a lot of information, it reads like a check list rather than a source of how to really get your hands into the sim to understand it. An extensive tutorial readme file suggests that the designers became aware of this limitation at some point. We strongly urge you to print out this file and study it.

Situational awareness is crucial in a flight sim. The current rage are the various padlock views, but **A-10 Attack!** makes do nicely with a panning system controlled via the cursor keys. A tap of the <I> key will bring the view back to front and center. Along with the in-cockpit views, the other standards are also here (chase view, enemy view, weapon view, etc.).



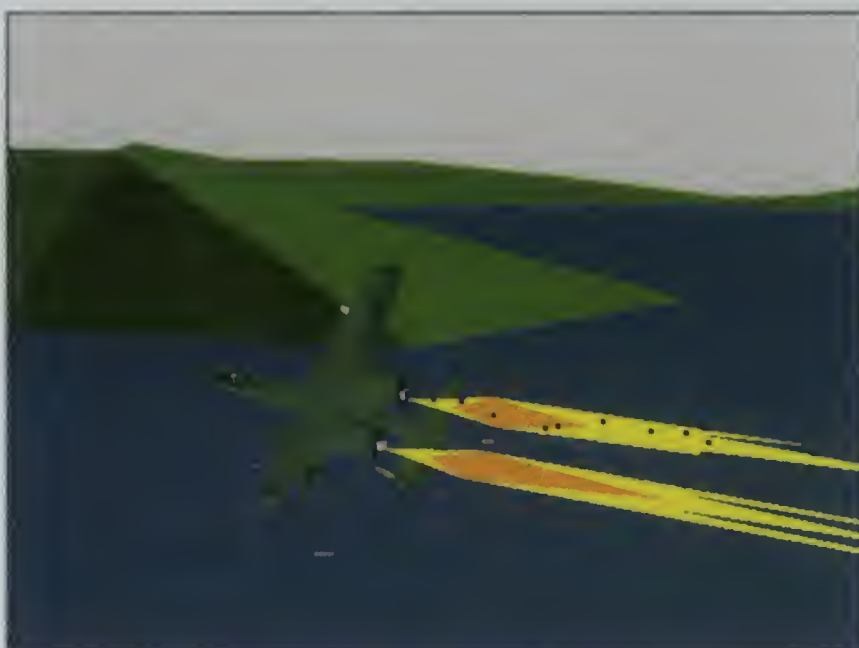
A view from the cockpit, our intended target dead ahead



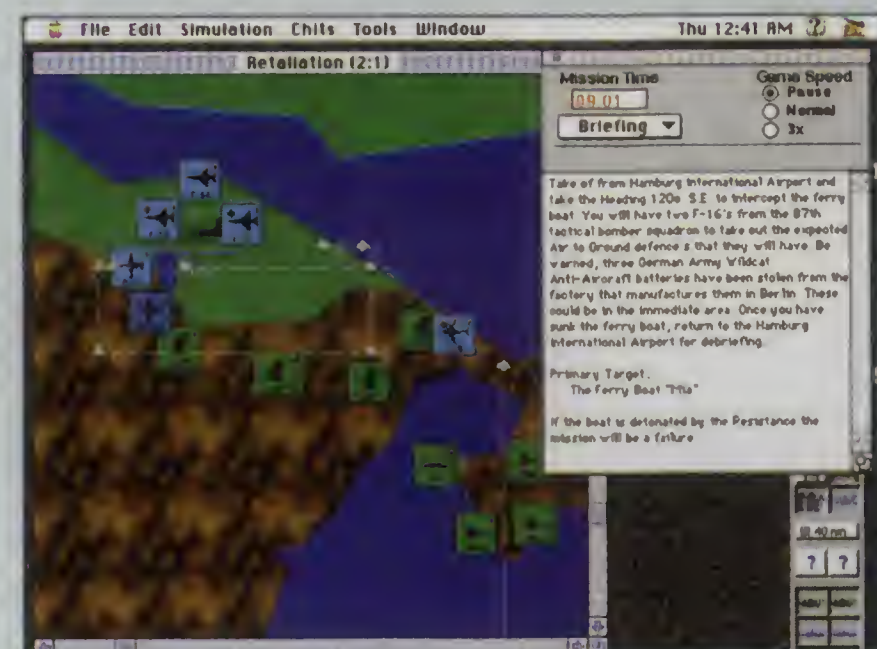
Up close and personal. A bit *too* up close, in fact

**A-10 Attack!** models many different weapons systems. During loadout, you'll assign these to the various hardpoints on the plane, each of which is accessed by a function key. Air-to-air weapons are limited to Sidewinders, but for ground attack you can choose from laser guided or dumb bombs, a wide variety of missiles (Hellfires, HARMs, Mavericks) and rockets. And of course, the A-10 is equipped with the awesome GAU-8/A cannon, which can be toggled between low (2100 rounds/min) and high (4200 rounds/min) rates of fire.

One criticism is in the amount of damage the A-10 in the sim can take. Now we realize these are tough planes, but we've bounced them off the ground and continued flying. Granted, the gear was damaged and a wingtip ripped off, but the plane kept flying. This was either a sacrifice to realism in the name of fun, or we're even *more* impressed by the toughness of these planes (we strongly suspect the former). In either case, it certainly adds some interest to the game.



The unfortunate result of dropping an MK-82 and not getting out of the way in time



You'll set-up waypoints and loadouts on the tactical map

In all, **A-10 Attack!** is a fine product. Every Mac-owning flight sim buff will want to add this ugly beast to his or her collection. It includes a flight model that should be sufficiently realistic for all but the most hard-nosed virtual pilots, but the inherent capabilities of the A-10 itself make the sim accessible to newcomers as well. We would've liked to have seen linked missions in the campaign, or at least more missions (there are only eight as it stands) and the manual needs a complete overhaul, but these gripes don't detract from our solid recommendation. Oh, an update is available on the nets or from Parsoft. You'll want to update if you have version 1.0.

 Peter Smith

Designed by: Eric Parker  
Published by: Parsoft  
Platforms: Mac





# It has finally landed! Take Microsoft Flight Simulator to new heights, with the high flying Flight Shop.

**F**light Simulator® Flight Shop is the advanced aircraft design and flight adventure editor, and is all you need to create and fly the ultimate flight experience for Microsoft® Flight Simulator® 5. It encompasses the following hot features:

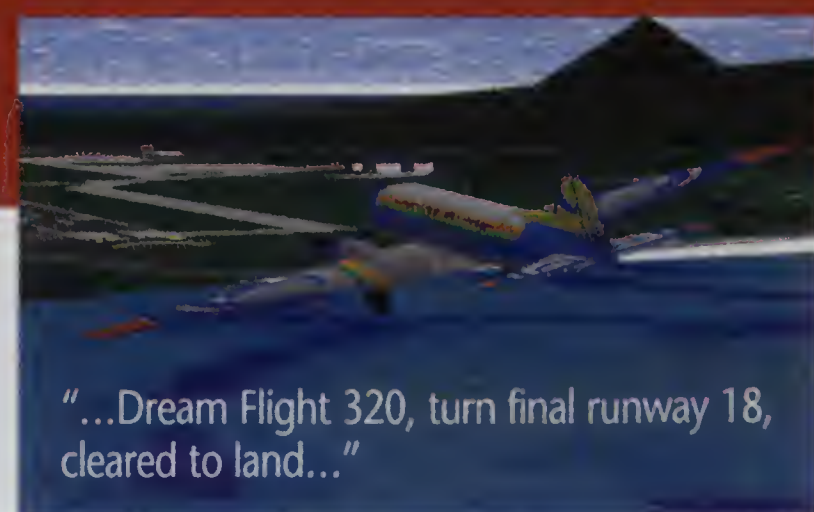
- With Flight Shop's Aircraft Factory feature, you'll be able to design, construct, paint and test fly your own aeronautical masterpiece from hang gliders to stealth bombers. Or, if you just can't wait to get into the air, a variety of ready-to-fly aircraft are included. For customized details, add your own personal graphics using the photo lab. You can even use downloadable aircraft designs from various BBS's like CompuServe® or BAO's at (217) 356-3492.
- Fine tune the flight characteristics of your aircraft using the Flight

Dynamics Editor. Or let your imagination go wild. Make your design true to life or true to dreams!

- The ATC Workshop features of Flight Shop let you customize your own flight experiences, set goals, and include random events and visual feedback. You can even create, file, and fly your own Flight Plan. The FSS includes a listing of most nav aids, and airports in the U.S. "...Dream Flight 320, turn final runway 18, cleared to land..."



BAO is proud to bring you Flight Shop, the product that brings Flight Simulator® to life. Climb aboard today, the sky is no longer the limit!



Create your own flight plan and send it to the built-in Flight Service Station (FSS) for an ATC controlled flight.

**Flight Simulator Flight Shop puts the tools in your hands.**

- Flight Simulator® Flight Shop is fully compatible with Microsoft® Flight Simulator® version 5.0, 5.0a and 5.1
- Includes new exciting ready-to-fly aircraft.
- Fly custom adventures, or ones included with the program.
- Digitized voices bring your Flight Simulator experiences to life. Listen in on ATC communications.



Use Flight Shop in conjunction with these stunning sceneries



Available at:



Babbage's

software 

See your local retailer or call:  
**(217) 356-0188**  
for more information



# Coming up for some air in Sierra's Aces of the Deep

**O**ily bubbles leap and slither to the surface of the cold, green north sea. Another U-boat joins the long list of 753 out of 863 lost during World War II. The time is August 1944 and a difficult time to be a U-boat captain. In Sierra/Dynamix's superb submarine simulation **Aces of the Deep (AOD)**, this time is also extremely challenging. Allied warplanes cover all your routes. The Allied submarine detection technology is at its peak. Allied anti submarine hunter killer groups now consist of wily, aggressive veterans. Finally, an almost endless horde of aggressive escorts guards each convoy. Because this time is so challenging, it is the subject for this article on hints and tips. Let us go on a U-boat voyage together in the period called "the end" in 1944 in **AOD**.

You, as a U-boat commander, have the objectives to survive and wrack up as much tonnage as possible. If you tempt fate too much, you will eventually be sunk. The "happy days" are long gone. This article gives hints that hopefully will help the beginner to survive/do well and give the expert player some new ideas and reinforcements. Many ideas should also spill over to other time periods as well.

In the ensuing mission you must play conservatively (unless you hit the save button a lot!). Never let yourself get into the situation of being cornered by several escorts. You might be able to escape a few times. However, eventually you will come up against a few crack, lucky escorts who will fry your goose. To avoid this situation you need a grand overall strategy.

## The Haunting

One of the best ways is to haunt heavily trafficked areas and sink single ships. Avoid convoys because they consist of air cover and hordes of extra escorts who will severely hamper you and eventually hunt you down.

Dynamix's ships sunk maps (included on CD ROM or floppy disks) show that in 1944 the



Troop carrier exploding

coastline areas of South West England, Western Iceland, and the North Eastern United States are good hunting grounds. Sure enough, you can find many single ships there. For your route, plan to visit your assigned patrol area (found on your paper map) as well. This gives you credit in case you do not sink anything...but you will! Very often, single ships sail there as well. Try to plan to visit the above listed spots in the process. When there, plan zig zag courses through them to maximize your chances of finding single ships. Try to plot the courses near deep water so you can escape when necessary. Now you have planned out your voyage for maximum success! Let's go!

The first hurdle is how to cruise. Cruise on the surface. Go to your tactical map view. Press <CTRL-I> to get information displayed.

Try maximum time acceleration allowed. Press <+> many times so you do not go batty. Whenever *anything* occurs hit the enter button to stop time acceleration and ask questions later. If you do not, you might miss a single ship or be sunk by a ubiquitous aircraft. Set the speed at "ahead full" on the dial not "flank" when you are cruising. Flank speed will attract every enemy airplane for miles because of the long wake you leave.

## Dive, dive!

Speaking of which, you will have to crash dive up to eighteen or more times per voyage anyway because so many Allied aircraft suddenly appear. If you do not handle it right, one of these aircraft will sink you (especially in the newest command version of **AOD**)! So on spotting one, order a crash dive, "C," and just go to 200 meters. Also change direction 90 degrees. If you do not go deep enough fast enough, you will eventually be at least damaged and perhaps sunk by their depth charges or torpedoes. Stay down for ½ hour and they will leave. Accelerate time for boredom. Slow down to "ahead full" speed and ascend temporarily to 150 meters if you get pump warning messages. The aircraft often lead hunter killer groups to your last known crash dive position as well. So be careful on surfacing!

Now lucky you...you get an indication that a single merchant ship is within striking distance. You might see a ship leaving a wake on your tactical map or hear a call from your crew. First hit the enter button to stop time compression. You have to be careful, because some are troop ships and are much faster than you. If they spot you they will escape. Mark the ship with a click of your mouse button on the tactical map. Now submerge to periscope depth, <P>. Raise the periscope and a red cross marks the ship. Turn the submarine so the bearing is at the zero mark and chase him at "ahead full" speed submerged. Use time



Troop carrier in flames



**"Flight Unlimited sets a new standard in flight simulation."**

*-PC Gamer*

**"A must have for real and virtual pilots alike."**

*-Computer Gaming World*

**"The sensation of flight is incredible."**

*-Strategy Plus*

**"It's a quantum leap beyond the flight simulators on the market today."**

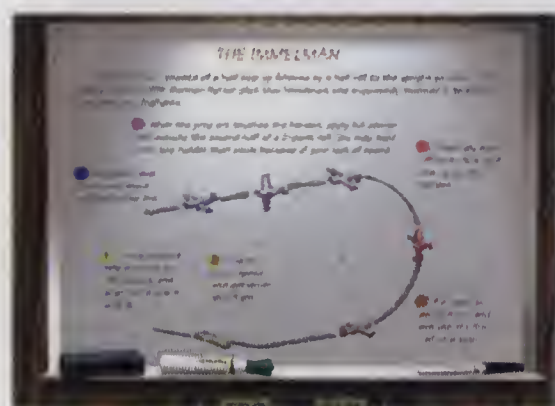
*-Private Pilot*



Take the controls. Choose from among multiple cockpit views including a specially designed VR mode. Follow your flight in real-time using "wingman" and other customizable external camera views.



Experience an incredibly lifelike flight environment rich with precisely digitized engine and wind sounds, atmospheric effects including active thermals, and even spectacular crashes.



Learn to fly with 34 interactive flight lessons including groundschool and a flight instructor in the cockpit with you.



Compete in 50 aerial obstacle courses that test your pilot skills and give you the "rush" that comes only from competition.



Soar over real landscapes, vividly rendered in real-time by our Imagescaping™ technology.



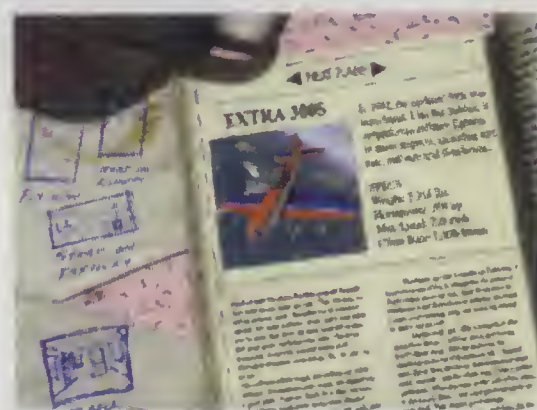
**"The new top gun of flight simulators."**

*-Popular Mechanics*



**"It's the closest thing to real flight without the G's."**

*-Mike Goulian  
U.S. Aerobatics Team*



Fly five of the world's great high-performance aircraft; Bellanca Decathlon, Extra 300S, Grob G-103, Pitts S-2B, Sukhoi SU-31.

For IBM-PC and PC Compatibles with CD-ROM



**A Looking Glass Technologies Production**

**FLIGHT  
UNLIMITED**

Available in major retail outlets or order direct (800) 360-7455

©1995 Looking Glass Technologies, Inc., Cambridge MA. Flight Unlimited, Looking Glass and the distinctive logos are trademarks of Looking Glass Technologies, Inc. All rights reserved. 486 DX-66 or higher recommended. MS DOS 5.0 or higher, 8 MB RAM and CD ROM required. Multiple SVGA modes and customizable display options for optimal performance. Full support for a variety of peripherals including control yokes, joysticks, rudder pedals and VR headsets.





Merchant ship burning

acceleration judiciously. Raise and lower your periscope periodically. Leave it up too much and the ship might spot it. Keep it down too long and it might disappear from view. If it starts getting away, you can try to go to flank speed and extend the snorkel(which saves your precious batteries by using the diesel engine instead of the electric ones). However, the snorkel also makes you easier to spot. If this does not work try to chase him on the surface. When you catch up to him, wait until you are 300 meters away, line up your bearing to zero and fire one torpedo. Use another torpedo if he does not sink with one. This process saves you valuable torpedoes for future use.

## Situation assessment

What happens if you spot an escort only? Run! It is probably the tip of a convoy or hunter killer group. Waiting around is not healthy! Destroyers can go 32 knots. You can manage only 17! You can get enough points without hunting deadly convoys or playing with hunter killer groups. You can not always get away. Often an aircraft and up to four escorts will gang up on you in short notice. You simply do not have enough battery power or compressed air to out last all of them all the time at this point in the war.

By following the conservative methods outlined here you probably will not have to fight escorts up close. However, here is an evasion method if they come after you. Descend to 210 meters. Go to "full speed" and change direction 90 degrees. They cannot hear you even at full speed at deeper than 200 meters. When you get pump warning messages climb at one knot temporarily to 150 meters (to empty out water) and then descend back to 210 meters and go back to "full speed." When your batteries are in the yellow on the battery dial, try to go to periscope depth and escape at one knot with your snorkel deployed. If they guess correctly where you are, they will prob-

ably eventually sink you. The best method is to just stay well away from them.

All right, all right, you want to sink the escort or have no choice. Actually, it is pretty easy. However, do not forget his many revengeful buddies. After a while you run out of loaded torpedoes and batteries! This is the procedure for sinking an escort. This is a modification of the one that Shay Addams uses.

First, head for the escort on the surface so he sees you (does this sound like a sucker play?). Mark him with the mouse on the tactical map. When he is barreling straight for you, descend to periscope depth. Turn off your engines, <I>, and rig for silent running. You will see him in the periscope as a red cross. Now line up your bearing on your target computer to zero and your bow is lined up at him. Use bursts of power (<3> on your keyboard and

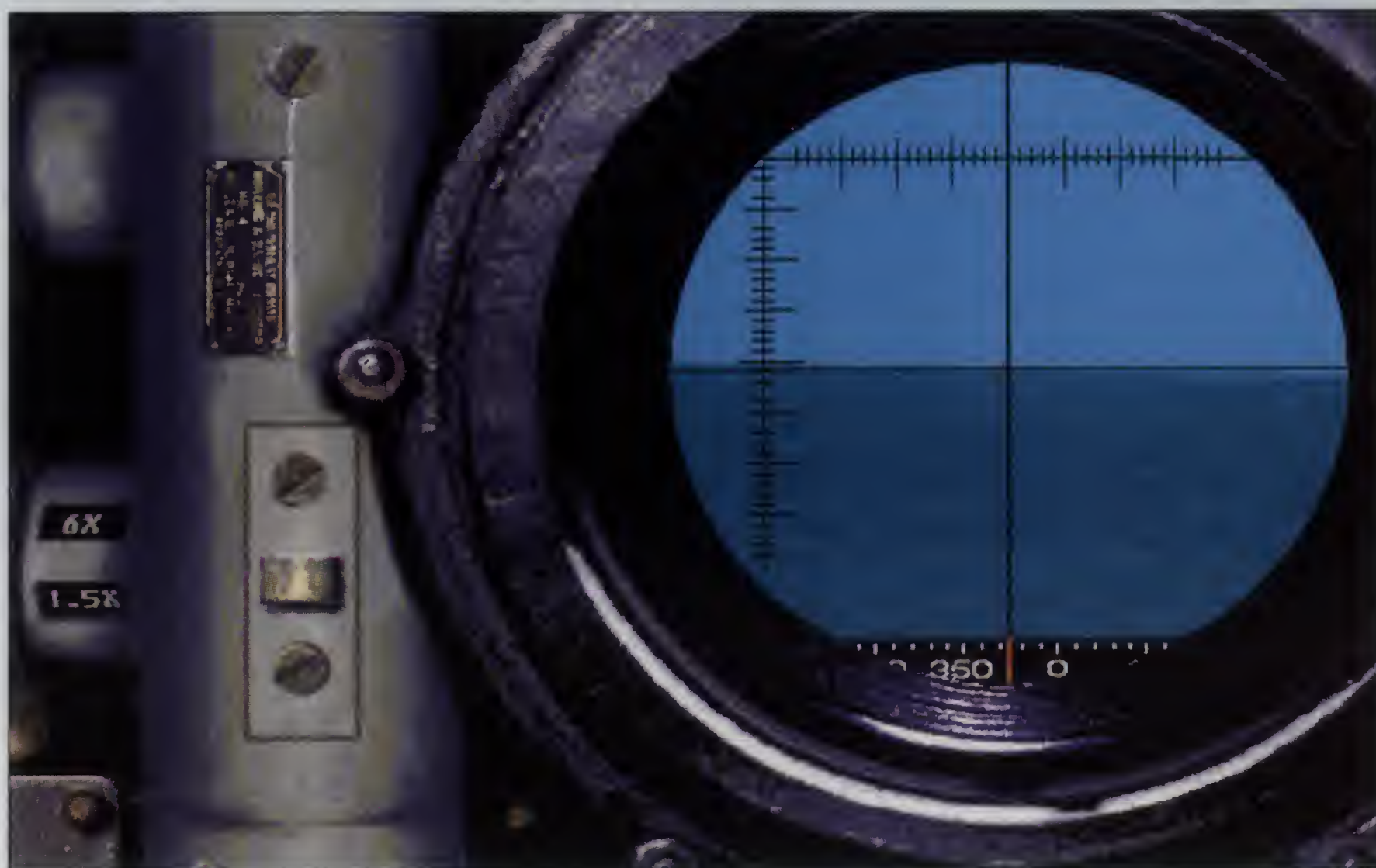
back to <2>) to maneuver. Lower your periscope and periodically raise it. He will see you otherwise. Use extremely judicious bursts of time acceleration. Keep your bearing lined up to zero. Offset your torpedoes to one mark to either side(with the arrow) on the computer with a click of the mouse. When the escort is at 900 meters fire one torpedo. Change the offset to the first mark on the other side with the mouse and fire again. Usually one will hit and he will be, long and behold, sideways to you! If he is not destroyed(look at the messages), fire again.

Anyway, you have been cruising your hot spots, you have multiple merchant ships to your credit and you are down to a few torpedoes...head home! You might meet another lone merchant ship or have to defend yourself from another escort with those torpedoes. When you get close to your base radio for escort and you are a hero! Perhaps you did not score as well as by attacking convoys, however, you are still alive. Those other guys are just oil slicks! Now go and rack up some tonnage!

 **Richard Ordway**



A tanker



Tactical cruising chart with a merchant spotted



# TOP GUN™

FIRE AT WILL!™

## You've seen the movie... Now play it!

Immerse yourself in the electrifying force of the hit feature film "Top Gun"! In *Top Gun: Fire at Will*, YOU are Maverick.

The action explodes at the Top Gun School and sweeps you into the heat of global crisis. Live-action video creates the adventure of your life in this challenging, fast-moving flying game!

- Select Instant Action or lead over 40 missions
- Dogfight solo, modem or network
- Choose from multiple skill levels

  
**Spectrum  
HoloByte**



Available for  
PC CD-ROM

World Wide Web: <http://www.microprose.com>

Visit your local retailer or call 24 hours 1-800-695-GAME (U.S. and Canada)

™, © 1995 Paramount Pictures. Top Gun is a trademark of Paramount Pictures.

All rights reserved. Spectrum HoloByte is a registered trademark of Spectrum HoloByte, Inc.

Reader Service No. 130



DON'T JUST DODGE ROCKETS,

DANCE WITH THEM,

SING A SONG TO THEM,

THEN

**TATTOO**

YOUR

ON THEIR

**NICKEL  
PLA**





**Microsoft®**

WHERE DO YOU WANT TO GO TODAY?™

You play games like a natural born gamer.

Enveloped in digital optical technology,  
you fire with the accuracy of an eagle  
packing high powered binoculars.

Every minuscule move you make is  
transmitted quickly down the line of fire.

Every handle rotation, a new twisted  
SideWinder™ 3D Pro gamer viewpoint.

You and the joystick are one.  
And this is one joystick that never begs for mercy,  
as its optical tracking system has no moving parts  
to grind or molest.

Bullets curse when they miss, listen.  
It's a phenomenon known only by those who choose  
a joystick that needs no re-calibration  
and tracks you at the speed of light.

This is the jet black void of the gaming experience.

This is the SideWinder 3D Pro joystick, compatible  
with all MS-DOS®-based and Windows® 95-based games,  
the elder of the SideWinder joystick family.

All the dexterity of a gaming demigod is yours to  
call upon, and with one finger you vent retribution  
on every shiny dark destructive heart.

INITIALS

INED

SKULLS.





# Flight Sim 5.1 takes to the islands of the Pacific

**A**fter slogging through bad weather in last month's issue, let's head for fairer climes. We'll take a look at the latest add-on scenery for **Flight Sim 5.1** from Microsoft, the **Hawaii Scenery Enhancement**. We'll also visit the Tokyo area using the previously released **Japan Scenery Enhancement**.

## Hawaii On 9 Gallons An Hour

The Hawaiian Islands are one of the most popular tourist destinations in the world. Beaches, mountains, rain forests, volcanoes and man-made wonders abound. It's all here on the disk, too. Since you undoubtedly want to practice your instrument skills, we'll brief a published departure and an approach to a missed approach at Honolulu. Then we'll do some sightseeing before heading to Tokyo.

## What do you mean, "I'm on vacation"?

The departure and arrival procedures you'll engage in are based on those in actual use. However, these procedures are *absolutely not* to be used in actual aircraft, as they are greatly abbreviated. If you use these as a guide when actually flying out of Honolulu you may find yourself in trouble with the FAA, or worse.

Select Honolulu 8L from the World/Airports menu. The Opihi Two Departure calls for you to takeoff from 8L and turn right to a heading assigned by tower, with vectors to the Opihi fix. Use a heading of 200 degrees initially. You are required to complete your turn to 200 prior to reaching 3.6 DME from HNL VOR (114.8). Climb to and maintain 5000 feet; you are required to cross the Koko Head (113.9) 240 radial at or above 2500 feet. Now intercept the 254 radial outbound from Molokai VOR (116.1), which will take you to the Alana fix. Alana is on this radial at 44 DME. It is also the Initial Approach Fix for the ILS 8L at Honolulu. Alana is very close to Opihi, so it will serve just as well for an end to the departure phase.

Reaching Alana, the approach phase begins. Alana is also defined by the HNL (114.8) 171 radial at 13.9 DME. Turn right, maintaining the 14 DME arc from HNL. To maintain the arc, establish a shallow bank, which will result in a rate of turn designed to maintain the DME at 14. If the DME increases, increase the bank slightly; decrease bank if you see the DME



The Arizona Memorial

decreasing. Descend to 3100 feet using a 700 fpm rate of descent. Continue to arc at 3100 feet until reaching the HNL 255 radial. Crossing this radial, turn right to a 035 heading to intercept the localizer for the 8L ILS (109.5). The inbound course is 079; maintain altitude until glideslope intercept. That same 700 fpm rate of descent will be nearly perfect for holding the glideslope. At about 1500 feet, configure the airplane for landing. Fly the ILS until the decision height of 213 feet. The inner marker will flash at this altitude. Go around, raising your gear and then flaps. The missed approach procedure is to climb to 500 feet, then to execute a climbing right turn to 3000 feet out the HNL 171 radial back to Alana. Consider your missed complete when you intercept the 171 radial outbound.

This is a thorough instrument workout. You can use the weather techniques discussed in the last article to make it even more so. Stay ahead of the program. Tune your VOR's and set your radials for the next phase as you pass each checkpoint. Use the autopilot to lessen

your workload while tuning. Pitch trim is your friend; use it!

## "It's time to relax... ."

Now we'll use some of these procedures for our tour of Honolulu. From the missed approach, set the 097 radial from HNL in Nav 1 and turn left to intercept the radial outbound. Climb to 500 feet and set a comfortable, sightseeing cruising speed of about 80 knots. As you pass the 5 DME, you can look out the left window and get a great view of the Waikiki Beach area. If you don't see much detail, go to the Scenery menu and choose Scenery Complexity. Select an image density of Very Dense for View 1. It may slow your display rate down a little, but it definitely enhances the sightseeing. Continue out the radial to 7.5 DME and you will be just offshore of Diamond Head. Spend a few minutes investigating this area, then reverse your course.

After buzzing Waikiki, climb to 500 feet. Even at this altitude, you'll have to dodge some con-



Going "Downtown" through the Ginza district



"Under the tower, back through from the South, nothing but net!"



The Aloha Bowl; "2 tickets on the 50 yard line, please!"





# NAVY STRIKE

**YOU'RE IN COMMAND. ARE YOU PREPARED?**

TAKE ON THE ROLE OF A TASK FORCE COMMANDER AND IMMERSE YOURSELF IN THE WORLD OF HIGH-TECH NAVAL WARFARE. EXPERIENCE THE THRILL OF PLANNING AN ENTIRE AERIAL CAMPAIGN AND BRINGING YOUR STRATEGY TO FRUITION.

PERFORM RECONNAISSANCE, ESCORT, INTERCEPTION AND STRIKE DUTIES AGAINST AIRFIELDS, CITIES, OIL INSTALLATIONS, INDUSTRIAL CENTRES AND ENEMY HQs.

WITH TRUE 3D, IMAGE-MAPPED, SVGA GRAPHICS, YOU CAN VIEW YOUR AIRCRAFT, COCKPIT AND MISSILES FROM ANY VIEWPOINT.

FACING THE MOST INTELLIGENT COMPUTER-CONTROLLED OPPONENTS EVER SEEN IN A COMBAT FLIGHT SIMULATOR, YOU'LL BE GLAD OF THE LATEST HUD TECHNOLOGY, AUTOMATED TARGETING SYSTEMS AND PHOTO-REALISTIC COCKPITS, ALL BASED ON REAL MILITARY HARDWARE.

WITH SUPER-REALISTIC SOUND EFFECTS AND DETAILS SUCH AS SUN-GLARE, BLACKOUTS, SCIENTIFICALLY ACCURATE FLIGHT DYNAMICS AND REAL MILITARY SCENARIOS, YOU'LL FIND IT HARD TO KEEP YOUR FEET ON THE GROUND.

**NAVY STRIKE THE ULTIMATE IN SUPERSONIC AERIAL COMBAT AND STRATEGY**



**PC CDROM**



Rowan Software Ltd

EMPIRE INTERACTIVE, 13220 WISTERIA DRIVE, BAY N-2, GERMANTOWN, MD 20874  
TEL: 301 916 9302 FAX: 301 916 0437

Reader Service No. 46

**empire**  
INTERACTIVE



crete clouds downtown. Approaching 4 DME, turn right and hold the 4 DME arc. As you cross the 078 radial, you will be over the Iolani Palace. Orbit the Palace for a full view, then pick up the 4 DME arc again. As you cross the 072 radial, the Punchbowl National Cemetery will be on your right at about 5 DME. Many casualties of the World War II Pacific campaign were interred here. Resuming the 4 DME arc, continue on to the 348 radial and you will see Aloha Stadium, home of the Aloha Bowl. Check it out and continue the 4 DME arc. As you clear the downtown area, descend to 100 feet. As you approach the 348 radial you will see the Arizona Memorial in Pearl Harbor. Too bad you can't drop a wreath from **FS 5.1** aircraft. When you've seen and remembered enough, head South, intercept the localizer to OHL and land at Honolulu. Leave your 182 on the ramp, and grab a 747 headed for Tokyo!

## 30 Minutes Over Tokyo

The **Japan Scenery Enhancement** provides thorough coverage of the home islands. There are indeed many sights to see in this island nation, and it will take quite a while to see them all in a 182! We'll tour the Tokyo area, using radial and DME as a guide. We'll accept the challenges the environment provides and have a little fun as we go.

## "No sir, I didn't tape over the N number on that Cessna!"

Select Haneda R34 from your airport list and tune VOR1 to 109.4 and set the 357 radial outbound. Takeoff, clean up the aircraft and make a slight right turn to intercept the radial. No need to climb above 100 feet, but keep the power up until you have 140 knots. You'll see the Rainbow Bridge in front of you; it's at 4 DME. Aim under the center span and loop the bridge. You need to start your pull while you can still see a small part of the roadway above you. Float it a little coming over the top and then start a smooth, steady pull to recover at 100 feet and go back under the bridge. This may take a few tries, so as you approach the bridge the first time, save the situation.

Set in the 344 radial and make a left turn to intercept. That big, red tower at 7.6 DME is the Tokyo Tower. There's plenty of room underneath for a 182, so line up on the gap and take



The "hazard to aviation" flying over the Science Center

her through. You need to be below 200 feet to keep from tearing off the vertical stabilizer. As you come out, make a shallow bank turn around to the left and line up to go through the legs across your original path.

This will leave you lined up to buzz the Ginza District, a dramatically lit retail district about a mile away. You can use the 349 radial to double check your route, but the garish colors on the buildings will be unmistakable. Make a few passes down the busy streets between the buildings.

Plan to leave on your original heading; let the 347 radial be your guide to the Imperial Palace. This huge, blue-roofed complex is at 10.4 DME. While the airspace above is restricted, you'll be able to orbit all you like and wave to the Emperor.

Reset your radial to 330 and intercept it outbound. The big twin tower building that you see at 13 DME is the Tokyo Metro Building, or City Hall. Flying between the towers is too easy. Turn out to the South and line up to fly back North and go under the walkways on the

east side of the building. Stay below 100 feet and you'll have no problems.

Our last stop will be the Tsukuba Science Center, to see the mini-blimp they are flying at 5000 feet. Dial in the 036 radial and follow it out as you climb. The blimp is at 34 DME. Follow the radial back inbound to Haneda, and make a normal approach and landing.

## Time to close the hangar doors

The detail in these scenery disks is very comprehensive. The nav aids are all present, and accurately located. The "scenery" itself is also very well done. Once again, using maximum detail will require powerful computers. If you have access to actual approach plates, you will enjoy these add-ons even more. Check your local airport for a friendly pilot with *Jeppesen* books. Ask him to save the old pages when the bi-monthly updates come out. In a few months you'll have a fairly comprehensive set of outdated, totally usable approaches! Good luck!

 **John Nolan**



Nestled in the heart of downtown stands the Iolani Palace



An offshore view of Diamond Head



Tokyo's Imperial Palace; no, it's not a restaurant!



# THE ULTIMATE BATTLE



## FIGHTING FALCON BACK TO BAGHDAD

Now you can hone your skills with the same intensity as the military. "Fighting Falcon - Back to Baghdad" is created directly from "Red Flag" and "Top Gun" flight simulators used in Air Force pilot training. "Fighting Falcon" is the most realistic and accurate flight model on the market - complete with satellite photos from the U.S. Department of Defense, precise geographic data and 40 missions packed with Air to Ground attacks. "Fighting Falcon" will provide you with the most advanced combat simulation you have ever experienced...

Are you ready for the challenge?

## F-16 FLIGHT CONTROLS

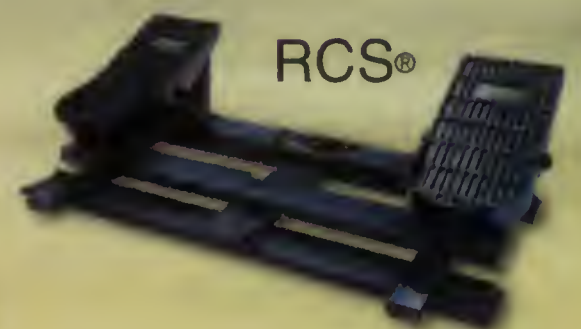
When you're flying Back to Baghdad, only the best controls will do. Bring it back home with the ThrustMaster F-16 FLCS\*, F-16 TQS and Rudder Control System. ThrustMaster's F-16 flight controls are specifically designed to compliment the F-16 Fighting Falcon flight model.

When you're flying the best combat simulator,  
only the best controls will do...

\* F-16 FLCS Required for the F-16 TQS to Function



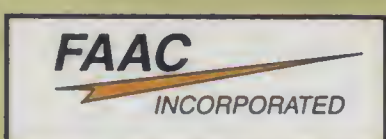
F-16 TQS™



RCS®



F-16 FLCS™



SPOT IMAGE CORPORATION

WORLDWIDE GAMES & SIMULATIONS LIMITED

MILITARY SIMULATION INC.

5910 N.E. 82nd Avenue Vancouver, WA. 98662

PHONE (360)254-2000 FAX (360)254-1746

World Wide Web: [HTTP://www.military-sim.com](http://www.military-sim.com)



# Across the Rhine

**M**icroprose's *1944 Across the Rhine* is an advanced complex military simulation. It will require much study and time to master the simulation. In general, tactics and techniques as I've discussed in my "On War" columns will work for this simulation. However, it is much more akin to **MI Tank Platoon** than it is *SSI's Tanks*. It is similar to **Steel Panthers** in subject matter, but requires a whole different method of playing because it does not use hexes or turns. If you have them stacked up, go back and read the On War articles dealing with **MI Tank Platoon**, they apply here as well.

## General

**ATR** is really a command and control (C2) simulation instead of a tank-to-tank game. The 3D view is not really useful; therefore I usually minimize it. This allows me to arrange the remaining windows to my liking. (**Figure 1**)

The first thing to remember is that the icons represent platoons of four to six vehicles, not individual vehicles. While many view this as a serious flaw, for a C2 sim it makes some sense. The best level to play the game is at the battalion level. The battalion commander tracks units two levels down; therefore, the platoon level works out well. Battalion level command provides the most enjoyment; combat at platoon level is not as much fun. Company level fights are also rewarding, but may be frustrating, as the other companies in the battalion do things you don't want them to.

## Artillery and Air

If you have several artillery missions available, use them in turn instead of simultaneously. This allows you to provide continuous support, thus avoiding gaps in your fire. Use all your artillery simultaneously only if the situation is desperate. Mortars get orders from the platoon orders window.

Air missions are very limited. Save them for a massed target (this is WWII, remember). If playing in a limited intelligence scenario, recon flights are useful, but take careful note of what they reveal. Remember, the situation will likely change before you actually meet the enemy forces on the ground you spied from the air, so don't fault the software if reality proves different from intelligence gathered.



Figure 1: Opening Setup

## Icons

Select the miniature style icons for the display instead of NATO symbols. In spite of my dislike for the vehicle icons, their orientation shows which way they are moving. The NATO symbols don't have any clear indication of facing. Examine the waypoints and orders for each unit and make any adjustments you feel necessary. When satisfied, switch to the platoon level by zooming the map one time.

## Orders

Here is where you can control companies and platoons individually. The company menu allows you to set routes of advance, change formation, and give overall orders. The platoon menus enable you to conduct detailed fire and maneuver. The two most useful buttons here are "Move to" and "Mark Target". Unfortunately, they are only enabled when you're in contact with the enemy.

"Move To" allows you to choose a destina-

tion for the selected platoon, independently of whatever waypoints may be already selected for the company. Beware of giving a company movement order after a long series of platoon orders; all the platoons will move back to the location of the company headquarters first, which may result in some interesting and frustrating situations before they start to move where you want them to go.

"Mark Target" enables you to select a target for that platoon to engage. The computer will advise you if the desired target is not visible, beyond range, or the unit cannot effectively be engaged by the desired friendly platoon. Use the two commands in combination to work around to the flanks of the enemy. When fighting against Tigers or Panthers, be sure to provide the enemy plenty of targets while doing these flank maneuvers. Like survival of the fittest, the more targets, the better the chance for the prey to escape the predator and inflict some damage of its own.



Figure 2: Soften 'em up, the opening artillery barrage



Figure 3: Changing Formations



Figure 4: Final Prep





Figure 5: Driving them off!



Figure 6: You guys go around to the North

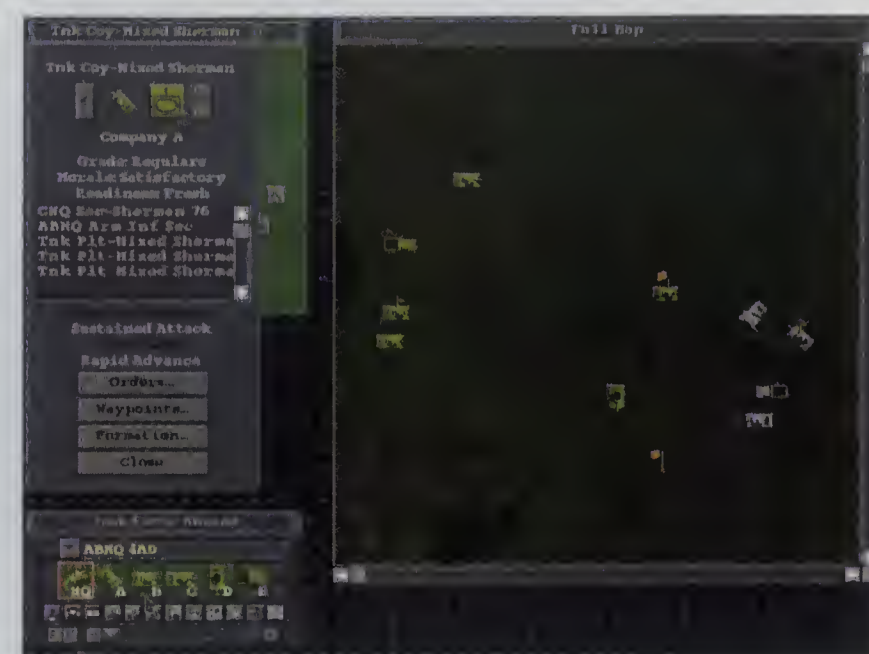


Figure 7: Enemy attack progresses on two fronts

## Singling

We'll start with the Singling battle, which was fought by B/37th Tank and commanded by my friend Jimmie Leach. This scenario is relatively simple in that there is only one company (erroneously referred to as HQ Company during the game). Go ahead and load the scenario and accept the default conditions. When the game starts, examine the company waypoints so you understand the path the company will take. Note that the company is in the "in-depth" formation. This provides excellent speed and control. Since much of the action during the war was pursuit at this point, the tank companies usually oriented on the road until they made contact; then they would deploy and develop the situation. That is what we will do.

Now shoot some artillery. The enemy is all massed up on the objective, so we should get some good results. The guns have time to displace and prepare for the next mission before we are in a direct fire fight.

Soon we see a message indicating HQ company is engaged. Now you can give orders to your individual platoons. First, fire your artillery again. If necessary, stop and defend while the guns recycle. While waiting, change formation to blunt wedge and spread out. When the artillery fires, start moving toward the second objective flag. (Figure 2)

Once the company is moving, switch to platoon view. If you are engaged, you will be able to select and shoot at targets for your platoons as well as issue movement instructions. We want to close to effective range and envelop the enemy. We'll set up a base of fire with the HQ and two tank platoons. The other platoons will loop around to the rear to get some flank shots on the enemy tanks and infantry carriers. (Figure 3)

Give short movement legs and push forward by bounding platoons forward, always trying for flank or rear shots on the enemy. Go ahead and spread your platoons waaaay out in order to get these shots. (Figure 4) The fight should be over pretty fast, and you should win without too much trouble. (Figure 5)

## Arracourt tank battles

From Singling, we'll move on to Arracourt. The 37th did not have such a good day there; we will try to do it better.

After entering the scenario, the first thing we will do is change the task organization in order to try to beef up the line companies against the Panther tank. To do this, detach a Sherman Tank

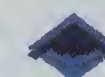
Platoon from the Headquarters Company and assign one each to A CO and B CO. Detach a tank platoon from B Company to E Company and an infantry Company from E to B. E Company will be our reserve. Detach the tank destroyer platoon from HQ and assign it to D Company. Now go ahead and change the deployment as shown in Figure 6. We will hold with our two companies near the objectives, and try to envelop the enemy from the North. Notice that there is no artillery, only two or three air missions. When done, enter the scenario.

In Figure 7 we can see the enemy attack start to unfold. He is concentrating two companies on each objective. He quickly overwhelms both, but is unaware we are coming around his flank. In Figure 8 we have overwhelmed the enemy on the northern objective and are sweeping around to the North. In this example, I ran the ridgeline, which prematurely exposed my force to the enemy and prevented me from concentrating it the way I wanted to. It would have been better to skulk about the valley, keeping the enemy from seeing me until I crested the ridge with all my

forces intact. This tactic worked better the next time I tried the battle.

Another good introductory battle is "Happy Holidays in Bastogne." Here, a mixed task force of infantry, armored infantry, and armor, opposes some motorized infantry, assault guns, and Panzer IVs. Like Singling, I recommend you cross-attach some units to the infantry units, notably the assault gun platoon and the TD platoon. Make the armor company and armored infantry company associated teams by cross-attaching a platoon from each. Pretty much resign yourself to losing D Company in the south, but you should be able to envelop the enemy and destroy him easily otherwise.

After a slow start, I found I could control the platoons in ATR as well as I ever did in MI. The interface is just a little different and takes some getting used to, but is functional. As usual, study and practice allow you to triumph on the battlefield from the safety of your computer terminal.



Mike Robel



Figure 8: Triumph in the North, heading for disaster in the South



# Apache: the Combat Helicopter Simulation – Basics, Part 2

Last time, we got off the ground and flying. This month, let's discuss how to stay in the air and how to get back on the ground safely.

## Instrument scan

Now that we've discussed the basic flight controls and instruments, it is important to discuss another important skill. It is called the *instrument scan*. If you're a flight sim veteran, you've probably learned this skill already, but may not have realized that you had. When you fly (airplanes or helicopters), you need to check all of the instrument we've discussed to know just how you're flying. Unfortunately, as your work load increases (such as when you're in battle) you won't have the luxury to glance at these indicators at your leisure. The instrument scan is a visual sighting pattern that you follow intuitively, so you do not neglect looking at any indicator.

While there is no set pattern that is good for everyone, and you'll most likely have to develop your own, I can pass along what I use to illustrate the concept. When I'm flying around and not in combat, I basically limit my scan to a couple of core flight indicators on the IHADSS. These are the radar altimeter, VSI (Vertical Speed Indicator), flight pitch ladder, heading, air-speed and torque indicators. I ignore all of the analog flight instruments, reverting to them only if my IHADSS goes out.

Combat flying adds a second group of indicators to scan. My combat scan group basically revolves around the MFDs (Multi Function Displays), target and weapon status displays. At the beginning of a mission, I set my left MFD to ground/air radar mode with high target priority masking and the right MFD to Tactical Situation Display. When flying in combat, your scan should still be based on the core flight indicators, but should include the elements of the combat scan. Finally, when I hear warnings (whether vocal or beeps), I scan over to the Communications Data Panel. Don't forget to pay attention to this little jewel.

An instrument scan can be difficult to learn at first. When you scan an indicator, you should only look at it for a second and move on to the next indicator. Don't worry if you didn't fully comprehend what was displayed. Your scan should make its next stop back at that indicator in two or three seconds at most, and you'll get a chance to read it again. Just keep your eyes moving. The most common mistakes are to fixate on one indicator for too long and to neglect to scan important indicators. It may seem awkward, but keep at it and soon you won't even notice that you're doing it.

## Two seats but only two eyes

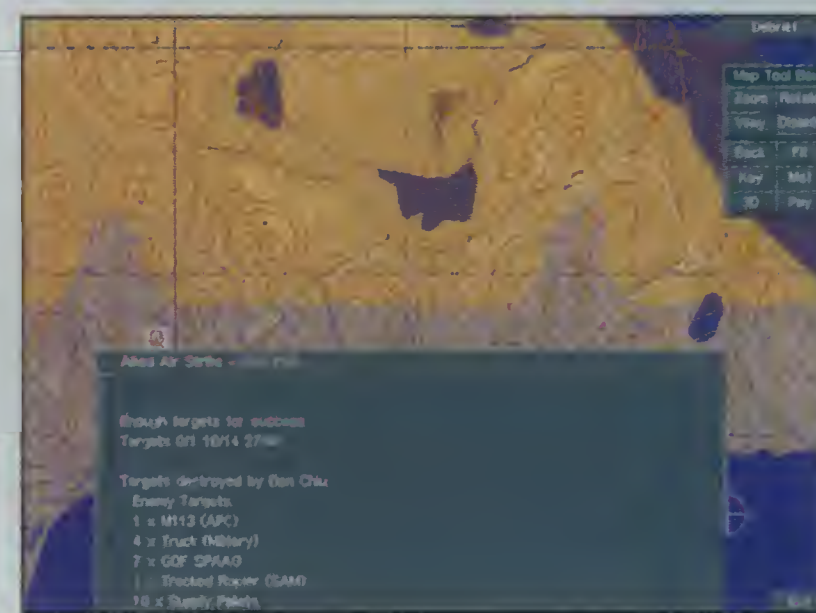
Since the Apache is a two-seater, when you're playing in single mode, you have twice as many MFDs to look at. Some may consider this a disadvantage, but it really is an advantage. There are two such scenarios. Since



There's nothing quite like flying under 100' AGL and weaving between trees with your radar off at night. You can't get any "stealthier" than this in an Apache



You have to land in order to be credited for a completed mission



The key to success in Apache is being able to stay alive. Shooting things is easy. Staying alive isn't

MFDs are kind of awkward to cycle through in the heat of battle, what you can do is set up all four MFDs to what ever you like and switch between them by switching between the front and back seats. Any one of the four MFDs will then only be a click away.

The second scenario advantage is when one or more of your MFDs get damaged. If your front seat MFD is damaged, that doesn't necessarily mean that the MFD in the back seat is damaged too, and vice versa. Take advantage of it.

## Threats

The key to "winning" **Apache** is being able to stay alive. Shooting things is easy, but staying alive and returning home at the same time is the hard part. In **Apache**, threats can basically be categorized as ground based or air based. We'll cover each, but let's talk about ground

threats first since they are the more numerous of the two.

## Avoiding ground threats

Ground threats are further categorized as SAM (Surface to Air Missiles) and AAA (Anti-Aircraft Artillery). Each is deadly, but they have their limitations. The most basic limitation is, if they can't see you, they can't shoot at you. Since the Apache isn't stealthy, using ground terrain masking (flying NOE, or nap of the earth) and distance from threats are your best bets. It's far better to avoid weapons fire in the first place than to try and outsmart missiles and AAA.

One tactic is to turn your radar off (Ctrl-R). According to Mike Chen from *I-Magic*, the Apache radar is active (emits a detectable signature that enemy AI can pick up on). By flying with it off, you can be that much stealthier.



## SAM, I am

Terrain masking usually means flying between or behind hills, mountains and buildings. If there aren't any nearby, your next best bet is to fly as low as possible. While there is no hard and fast number, generally, flying below 200' will allow you to avoid some SAM threats. Of course the lower you fly, the better for SAM avoidance, but watch out! The ground and those exploding trees are as deadly as any SAM! Typically, flying at or below 100' is comfortable if you're proficient at flying (which includes a good instrument scan). We'll cover how to avoid SAMs fired at you when we cover missile avoidance in the air threat section, since the techniques are basically the same.

## AAA - not for drinkers

The weakness of AAA is that it can't shoot very high, and it can't shoot very far. Since flying at high altitudes will attract SAM fire (which we don't like) and air threats, that leaves us with distance. The further you are from the AAA site, the less likely it'll fire at you. Unfortunately, since most of the targets that you're sent after are being protected by AAA, this can be a problem. So, unless the AAA is near your mission targets or is your mission target, just try and keep your distance from it and you should be all right. However, if AAA does fire at you, I've found that you can best avoid damage by flying straight at it. This is because you can see AAA tracers. You have enough time to maneuver away from AAA fire even at the highest enemy AI level, as long as you're not right next to it. The key is to try and destroy as many AAA vehicles as far away as possible. We'll talk more about offensive tactics next time, since we're only talking about threat avoidance this month.

## Landing

Landing is a very important skill to learn in **Apache**. While other sims allow you to end missions before actually landing, **Apache** requires you to land safely in order for any mission to be called a success. In addition to landing at airports, missions require you to land on ships as well. Each is a little different, so we'll cover them separately. Remember that when playing combat mode in network or serial play, the only way to repair and reload your helicopter is to land.

## Land ho!

Landing is actually pretty easy. What most pilots usually have trouble with is the transition from forward (or whatever direction) flight to hover. This skill requires coordination and a good instrument scan. The transition from forward flight to hover usually results in a ballooning effect when the cyclic is pulled back to stop forward flight. To prevent this, decrease collective before pulling back on the cyclic. The amount of collective you need to reduce depends on how fast you want to slow down. If you're going pretty fast, don't be afraid to drop your collective to zero. The amount of cyclic you'll need should be gauged



No one likes getting shot at, but if it's unavoidable, if you fly directly at AAA you'll be able to see tracers and have a fighting chance to avoid getting hit. Even at the highest enemy level, you can still dodge AAA if you're far enough away, and have quick reflexes. In any case, try and take out as many AAA units as far away as possible



The main instrument scan pattern should be based on core flight indicators; A) radar altimeter and VSI, B) flight pitch ladder, C) heading indicator, D) airspeed indicator, and E) torque indicator. A typical scan pattern would be A, B, A, C, A, D, E, then start over again



A good combat scan pattern is still based on the basic flight scan, but it adds; F) ground/air radar, G) tactical situation display, H) target and weapon status display, and I) communications data panel

based on the VSI. Pull back more if your VSI shows you're descending and push forward if you're climbing. Generally, the angle of attack that you'll end up at will be somewhere between 10-20 degrees above the horizon. As you begin to slow down (according to the air speed indicator) two things will happen. One is that you'll need to lower the nose or you'll start moving backwards, and the other is that you'll begin to descend regardless of your cyclic position. This means you'll now need to apply collective to reach hover or slow your descent. With some practice, you learn to time your cyclic push forward to level and meet 0 airspeed at the same time.

In order to get those "Airwolf" style landings, you'll want to only add enough collective to maintain a slow descent and bypass hover altogether. Gradually increase collective as you near the ground. The critical point you want to reach is a descent rate of less than 60 FPM (Feet Per Minute) somewhere below 50' AGL (Above Ground Level). The way you can tell 60 FPM is by looking at your radar altimeter. Watch the numbers and count. If the numbers descend at the rate of one digit per second, you're descending at roughly 60 FPM.



Ben Chiu



# MechWarrior 2

## Part II - Advanced Training

Cadet Trent lined his crosshairs up on the floating target and pressed the firing stud. A wave of heat washed into his cockpit and was quickly dissipated by the Firemoth's heat sinks as the lasers powered up and fired. Pulses of coherent light spat from the Battlemech's arm-mounted weaponry and streaked towards their destination. Trent grimaced as his shots went wide, missing the spheroid by a half-meter. Immediately, a light winked to life on the comm-link panel and the speakers in the Cadet's neurohelmet filled his head with the anger of Falconer Greel.

"Trent! You misbegotten freebirth surat! You could not possibly have been the product of Clan Jade Falcon's eugenics program. I will begin an investigation of your background immediately! I will cleanse the honor of our Clan by finding some proof, somewhere, that you actually belong to Clan Wolf and were sent here on an honorless mission to hamper our training efforts by driving me insane! Return to the base, your training is over for this day."

Greel's harangue of derision continued as the cadet maneuvered the 20-ton 'mech off the target range and back to the training center's mechbay. As the five-minute journey wore on, Trent's control of his Battlemech grew shaky and imprecise, prompting still more acid-laced comments from the training instructor. By the time Trent was supposed to begin slowing his biped war machine in preparation to park, he was a quivering, emotional wreck, shaking with fury, fear, and self-doubt.

As a result, Trent accidentally hit the MASC activation switch when reaching for the toggle to power down his weapons.

The Firemoth broke into a sprint, accelerating from 20 to over 150 kph within the space of two seconds. Shocked into inaction by his blunder, Trent found himself unable to take any action other than to cover his face as his 'mech crashed into the base's mess hall. The outer wall was well-built, and it absorbed most of the thrashing machine's kinetic energy before giving way completely, showering the diners and kitchen staff with ferrocrete blocks and other debris. The Firemoth fell on its face in a pile of tables, chairs and diners, coming at last to a halt. Trent popped the rear hatch and stuck his head out to survey the carnage his misdeed had wrought. Among the sounds of falling rubble and the moans of the injured, the Cadet heard a sound that caused the temperature of his already chilled blood to drop another few degrees:

He heard the footsteps of Falconer Greel's Mad Dog, approaching from behind...

Welcome back, cadets. I see there are fewer of you than last time, but that is to be expected. Not all can attain the honor of the Warrior Caste. I trust the remainder of you will take that reality to heart, and redouble your efforts to succeed in your training. For those of you who might be wondering, I hear Laborer Trent is adjusting well to his new duties. I suggest that if you do not wish to share his fate, you will pay careful attention to today's lecture.



The Author's personal 'mech, returning from battle

## Mech Selection

A vital part of the planning of any mission is the selection of the proper tool for the job. Your primary consideration in selecting your BattleMech should be what 'mech will allow you to complete your mission. If you expect to be in the field without resupply for an extended period of time, you should give more weight to energy weapons over those using ammo. If you are to penetrate the enemy's defenses and raid their support echelons, you may do well to consider speed over armor. And, of course, the Clan hates waste, so you will be expected to take the least amount of force your skill will allow. With that in mind, let us turn to a quick survey of some of the points you should consider, as well as which 'mechs are of use in certain situation.

First, consider your primary objectives. This is most important, because if you can not com-

plete these objectives, the entire mission is a wash. In missions where you are to destroy enemy forces, for instance, you will want the maximum of firepower and armor. The obvious choices for this sort of mission are the lumbering, assault class 'mechs such as the Marauder, Warhawk, or Dire Wolf. While all of these are excellent choices, they all give up mobility for copious amounts of armor, heat sinks and weapons. You might bid a little lower and take a primary variant Stormcrow. This little murder machine has a good punch, the heat sinks to keep the pressure up and it has one of the best armor to speed ratios available. It can stay with the light mechs, dodge the fire of the big monsters, and keep up an excellent rate of fire. It will make for a glorious test of your skills, when you are ready for it.

If you find the Stormcrow a bit light for your tastes, you might look into the Timber Wolf, which is slightly slower, but generates a more



Cadet Trent's big blunder



Jade Falcon Training Facility





**CHIP:**

108 CHIPS PER BAG

1,350 CALORIES

64 GRAMS OF FAT

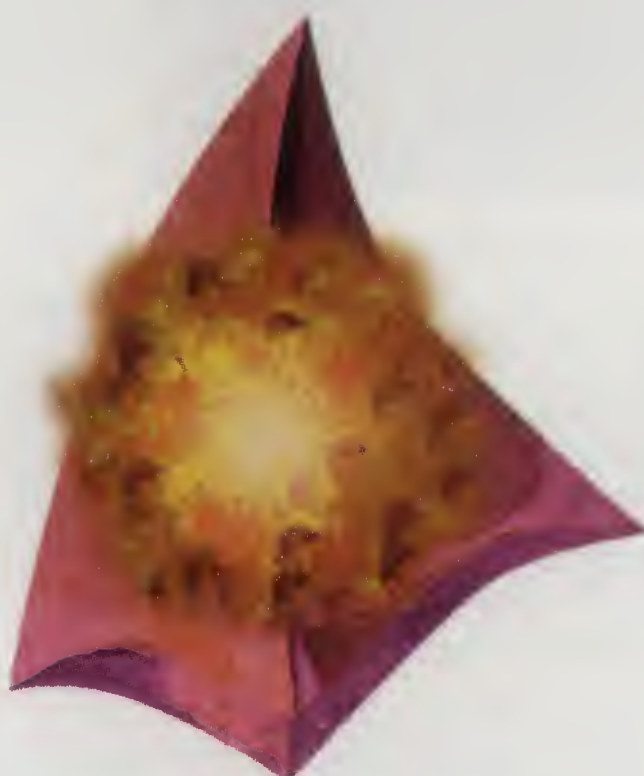


**PIZZA:**

8 SLICES PER PIZZA

2,320 CALORIES

70 GRAMS OF FAT



**PYRAMID:**

30,000 PYRAMIDS  
IN 150 LEVELS

0 CALORIES

0 GRAMS OF FAT

# ICEBREAKER

an addiction you can live with

THE ULTIMATE CHALLENGE IN ACTION AND STRATEGY.  
EASY TO LEARN. DIFFICULT TO MASTER.

Shareware version available @ <http://www.magnet.com>

Reader Service No. 54



THE ADDICTION BEGINS IN NOVEMBER ON PC AND MAC

ICEBREAKER ©1995 Magnet Interactive Studios, Inc. All Rights Reserved. ©1995 Twentieth Century Fox Home Entertainment, Inc. All Rights Reserved







Figure 1: Targeting objectives with LRMs yields a great deal of damage without having to get close



Figure 2: When missiles are unavailable, sweep injured legs with laser and machinegun fire. Dodge and pray



Figure 3: The disabled Dire Wolf can't touch me because I'm behind him. I can destroy the leg at my leisure



Figure 4: Removing a 'mech's arms reduces its available weaponry

profound punch. The twin LRM-20s can take down anything in two or three volleys, and the impressive array of backup weaponry helps it to survive after the missiles are expended.

On other missions, the destruction of the enemy is secondary to destroying his infrastructure (**Fig. 1**). Here, you may find yourself ignoring enemy 'mechs in order to pound away at some antenna or convoy. Speed and armor are primary concerns. While missile weapons have a high damage capacity, you will need to save them for your target, which means that in many engagements you will find yourself undergunned. The Mad Dog, which I would normally scorn, is useful in a situation like this. The primary variant has dual LRM-20s, and the arm-mounted laser

arrays can help you to punch a hole through enemy defenses. Its speed can be used to bypass heavier units. Its downfall is that it is lightly armored. A better choice might be the Stormcrow-A, which provides you with a single LRM-20, but better armor and speed.

Finally, on some missions you will play the role of defender. Whether the object of your defense is a facility, a moving convoy, or another 'mech, speed and staying power will be of primary importance. At the upper end of the weight scale, the Gargoyle and Marauder are excellent choices, as both combine the necessary elements of armor, maneuverability, and firepower. Moving down in weight, the primary or D-variant of the Timber Wolf can serve you well, but



Figure 5: Proper use of terrain. Pelt the BattleMaster at long range when he comes into view. Then escape while he is reeling



Figure 6: The above tactic results in a properly beat-up BattleMaster!

you will need to exercise caution to protect your arms from enemy fire. If you lose an arm, you lose a sizable portion of your weaponry. While this is always the case, in a defensive mission enemy units can ignore you and concentrate on their objective.

## Tactics: Targeting

Now that you have an idea what you will be doing and what you'll be using, we will consider how to use your 'mech properly. When faced with enemy forces, there are two possibilities: fight or flight. Only one of these will bring you honor, but the other may indeed be necessary to ensure the survival of yourself, your BattleMech and the completion of your mission. If you must flee, or if you want to make the enemy think you are fleeing in order to make them follow you, consider two things. They will be behind you, firing at your rear armor; your weapons do not fire backwards. If you are fast enough, you can throw off their fire by jinking from side to side. When doing this, you must be aware of enemy units which may be getting close on one side or the other. By dodging to the side, you should get an opportunity to snap a shot off at these units. If you can take out that 'mech's leg, it will be unable to continue the chase, and your chances for success will increase. In many cases, disabling a 'mech is as good as killing it (**Fig. 2**).

The other good reason to remove a leg is that you can kill the 'mech later by removing the other one (**Fig. 3**). That makes this a valid tactic even for missions where the destruction of enemy forces is primary. After pinning forces in place, their threat can be eliminated simply, by putting terrain between you and the enemy. You can then concentrate on still-active units, and can then go back and finish off the motionless enemy at your leisure. All light and medium 'mechs (with the exception of the Nova) can be dealt with easily in this way. It is also a most useful tactic when you are grossly out-matched and in urban terrain, such as during a Trial of Position.

An opposite strategy is to remove the enemy 'mech's arms. This cuts down on its weaponry considerably, enabling you the time to cut through to its engine and destroy it outright. This works well on Mad Dogs, Summoners, Riflemen, Novas and most assault 'mechs (**Fig. 4**). When fighting as part of a star, your star-mates will usually aim high and weaken the arms first. You can then use this tactic to declaw your opponents and maximize your resources.

One note to store in your databanks: the best way to take down a true monster mech, such as the Dire Wolf or the Inner Sphere's BattleMaster, is to target the torso with LRM-20s. Usually, after two or three volleys, one missile will find its way inside and destroy the beast. The trick is to survive long enough to get that many volleys off (**Fig. 5 & 6**). Finally, remember that the BattleMaster becomes a lot less scary if you remove his right arm and pelt him from long range.

Nick Svolos



# pinball illusions

The **SUCCESSOR**  
to the Award  
Winning  
**PINBALL  
FANTASIES!**



**PINBALL FANTASIES** was hailed as the best Pinball simulator of all time. That is about to change. Between the smoke and mirrors a new technology has arrived. From the makers of Pinball Fantasies comes **PINBALL ILLUSIONS**. A quantum leap ahead of the game.

- 4 all new tables with completely realistic ball motion
- A stunning multi-ball feature, allowing up to six balls in play
- A completely digital CD Soundtrack!
- A choice of resolution modes going up to 800x600 in 256 colors!

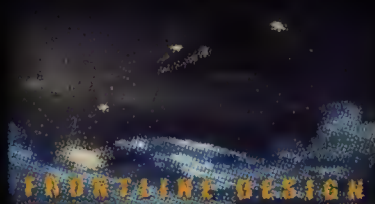
**COMING THIS FALL TO PC-CDROM**

Reader Service No. 163

P.O. Box 415, Webster, NY 14580 TEL: (716)872-1200, FAX: (716)872-1675



Developed by:



TWENTY  
FIRST

21

CENTURY  
ENTERTAINMENT



Call  
NOW  
to  
Order

800-699-4263

International  
802-767-3033

Fax  
802-767-3382

Source 10498

Adults Only  
PO Box 14  
Dept 10498  
Hancock, VT  
05748

MUST BE AN  
ADULT TO ORDER

## IBM INTERACTIVE

Adv of Seymore Butts 2	\$49
CD Brothel	\$28
California College Girls ea	\$24
Casting Couch	\$44
Cheap & Dirty	\$19
Club Cyberlesque	\$29
Come Play With Me	\$36
County Line	\$44
Cyber Strip Black Jack	\$44
Cyber Strip Poker	\$44
Cyber-Peep Interactive	\$19
Cyberpeep 2 ea	\$34
Dark Tunnels	\$25
Designer Bodies	\$36
Desktop Mistress	\$49
Desktop Voyeur 1	\$49
Digital Dancing	\$32
Dirty Debutantes 2	\$39
Diva -	\$49
Dream Girl	\$28
Dream Machine	\$38
Dream Machine 2	\$49
Electric Swing	\$39
Encyclopedia of Se-	\$49
Fantasies Interactive	\$35
Fantasy After Dark	\$35
Fox Pack	\$37
Fun House	\$39
Girlfriend Suzie	\$44
Girlfriend Teri	\$39
Girlfriend Tracy	\$39
Hollywood Body Double	\$44
Hot Slots	\$37
Hump Towers	\$44
International Strip Poker	\$22
Intimate Journey	\$24
Intimate Possibilities	\$49
Ladies Club Poker	\$26
Ladies Club Pool	\$25
Love S-aves	\$39
Luscious Ladies	\$24
Lust Connection	\$39
Maddams Family	\$29
Max the Naughty Dog	\$49
Midnight Stranger	\$45
Mind Teazzer 2	\$32
Mustang Interactive	\$42
Nasty Parts	\$42
Net Erotique	\$39
Neurodancer	\$39
Neuropak	\$54
Nightwatch Interactive 3	\$49
Paradise Club	\$19
Party Time	\$19
Penetration	\$24
Penthouse Interactive 4	\$59
Pleasure Zones	\$33
Poker Party	\$45
Po-n Mania	\$49
Po-no Poker	\$44
Private Pr-son	\$44
Room For Rent	\$42
Scissors N' Stones	\$29
Secrets Interactive	\$35
See Some 3 Some	\$39
S-x Therapy	\$59
Sexual Therapy	\$46
Sexy Slot Machine	\$24
Sorority House	\$34
Space Sirens ea	\$39
Spy Club	\$49
Strip Black Jack	\$44
Strip Poker Pro	\$29
Strip Pot	\$36
Surfin' Sam	\$39
Teresa May	\$44
Texas Table Dance	\$39
Vampire's Kiss	\$38
Velvet Dreams	\$35
Virtual Director	\$39
Virtual Las Vegas	\$44
Virtual S-x	\$39
Virtual S-x Shoot	\$52
Virtual Strip Tease	\$26
Virtual Valerie 2	\$39
Virtual Vixens	\$24
Virtually Yours ea	\$49
WanderLust	\$44
Wheel of Fantasy	\$26
Winner Takes All	\$39



technophile's deepest desires! Sophisticated 3-D modeling, tantalizing animation, erotic sound effects, and a sizzling music score combine to create a mind blowing sextravaganza!

CD \$39

'VIRTUAL  
VALERIE 2'  
The queen of  
cybersex is  
back! Virtual  
Valerie 2 is  
the ultimate in  
cyberotica  
and the  
embodiment  
of every red-  
blooded



pilot, Ashley Phillips, will fly the sexy skies looking for the city's hottest action. When your radar spots a target just hover over and watch these couples perform for you in the privacy of their own homes.

CD \$24

'BABE  
PATROL'  
Forget those  
boring flight  
simulators! This  
wild mission in  
voyeurism has  
you looking for  
love in all the  
right places.  
You and your  
tantalizing co-



## IBM MOTION

101 Oriental Delights 2	\$19
8 is Never Enough	\$24
A Little Irresistable	\$24
Above the Knee	\$24
Adult Superstars	\$26
All the Way Up	\$16
Adventures of Mikki Finn	\$39
Adventures of Snatchman	\$39
Affairs of the Heart	\$24
Amateyr Allstars	\$26
American Swthearts	\$25
Andrew Blake S-x & \$	\$16
Angel of Passion	\$24
Babe Patrol	\$24
Babes Illustrated 2	\$25
Bachelor Party ea	\$24
Bachelorette Party	\$22
Back Door Mistress	\$36
Bad Company	\$24
Bad Girls 2	\$24
Bambi & Friends	\$29
Bankok Nights	\$24
Bankok Beauties	\$19
Bare Exposure	\$25
Bedman & Throbbin	\$16

## IBM MOTION

Best of Blonds	\$26
Bikini Beach	\$44
Blind Spot	\$24
Blond Justice	\$25
Blondage	\$24
Bobbit Uncut	\$32
Bone Alone	\$25
Bonnie & Clyde	\$26
Born to Love	\$19
Butter Me Up	\$19
Cafe Flesh	\$24
Candy Snacker	\$24
Candy Stripers	\$29
Cat House	\$24
Cat & Mouse	\$39
Channel Blonds	\$26
Cheating	\$24
Cheeky Chicks	\$15
Climax	\$15
Club 69	\$16
Callege Girls 2	\$24
Computer Girls	\$19
Crystal Fantasies	\$44
Curse of Catwoman	\$24
Dangerous Blondes	\$29



Shikma stay out of humanity's way. First Miko and her sister become targets of a perverted race over the signet case which symbolizes the age old demonic deal. Then Miko defends herself again against forces of evil.

CD \$24

'LA BLUE GIRL'  
Centuries ago,  
a ninja clan  
made a deal  
with the forces  
of the under-  
world. 600 years  
later, Miko Mido,  
a beautiful ninja  
in training, must  
make sure that  
the sex-starved



tion run wild as these bikini clad babes show you more than just their hot dog buns. The fully interactive video scenes and high quality images will steam your dogs to perfection.

CD \$24

'HOT DOG  
GIRLS OF  
FLORIDA'  
Park the car,  
grab your  
wallet and  
step up to the  
cart! It's  
lunch time or  
is it fantasy  
time? Let  
your imagina-



nude photos. Hear the girls reveal their most intimate secrets in over an hour and a half of lusty interactive phone conversations. This hybrid disc has 17 Quicktime videos with sound and original music.

CD \$30

'TABLOID  
BEAUTIES'  
What's behind  
the headlines  
of Tabloid  
Beauties? See  
16 bodacious  
beauties bare  
their hard bod-  
ies in more  
than 500 hot,  
wet, interactive

## IBM MOTION

Danish Girls Only	\$25
Day Dreams	\$25
Days Gone Bi	\$25
Deception	\$24
Depraved Fantasies	\$25
Desert Passion	\$25
Dirty Debutantes	\$24
Dirty Little Cartoons	\$24
Doors of Passion 2	\$27
Dripping with Desire	\$32
Dungeon of Dominance	\$36
Elements of Desire	\$34
Endangered	\$29
Endlessly	\$24
Erotic Dreams 2	\$26
Erotic Encounters	\$22
Erotic Film Sensation 2	\$22
Exchange Student	\$24
Exotic Extacy	\$15
Exposure	\$24
F.A.O. ea	\$19
Fantasies	\$24
Femme Fatale	\$33
Film Club Seychelles	\$32
Flesh Tones	\$24

## IBM MOTION

Forever	\$26
Forever Young	\$19
Freak Club	\$26
From China with Love	\$24
Full Motion Production	\$29
Future Kink	\$24
Ghostly Desires	\$24
Ginger Unlimited	\$25
Girls Doin' Girls	\$25
Girls of Pleasure	\$26
Girls on Girls	\$22
Girls with Girls	\$29
Go Digital V. 2	\$14
Hippies in Heat	\$16
Hollywood Babylon	\$19
Hollywood Glamour	\$34
Hollywood Scandal	\$19
Hot Dog Girls of Florida	\$24
Hot Lovers	\$22
Hot Shorts	\$26
Hot Stuff	\$19
Hyperkink	\$16
Ice Woman	\$24
If Looks Could Thrill	\$24



# ADULTS ONLY

Call  
800-699-4263

International  
802-767-3033

Fax  
802-767-3382

Source  
10498

MUST BE AN  
ADULT TO ORDER

Overnight Shipping in US \$4 per order. Mail to Canada, PR, HI, AK, APO, FPO \$4 per order. Worldwide airmail \$6 per item. Handling \$2 per shipment. Hardware orders may require additional shipping charges. Cannot guarantee customs clearance. Order at own risk.

Visa, MC and Discover accepted. Checks held 4 weeks. Money Orders under \$200 same as cash. COD \$8. Defectives replaced with same product. Most items shipped same day. Shipping times may vary. Price/availability may change. All sales final. Restrictions apply. Call for details.

## IBM STILLS

L.A. Lust	\$19
La Femme Venus	\$29
Lady in Spain	\$29
Lesbian Lust	\$19
Massive Mellons	\$29
Northern Delights	\$32
More Nrthrn Delights	\$34
Nova Collection 2	\$24
Ona Zee	\$34
Oral Fixation	\$32
Oriental ea	\$16
Overexposed	\$28
Pixels of Passion ea	\$26
Private Video Magazine 1	\$29
Public Fantasies	\$29
Select A Pet	\$29
Sensuous Girls 3-D	\$29
Sexiest Women	\$19
Sexiest Women 2	\$24
Shaved Pink	\$25
Sizzle	\$26
Southern Beauties	\$34
Steamy S-x	\$19
Stripping Hot Girls	\$24
Super Smutware	\$26
Sweet Cheeks	\$26
Sweet Dreams	\$29
Tabloid Beauties	\$30
Tokyo Glamour Girls	\$29
Total Fantasy	\$24
Visions of Erotica	\$29
Women of Moscow	\$34
Women of Venus	\$22

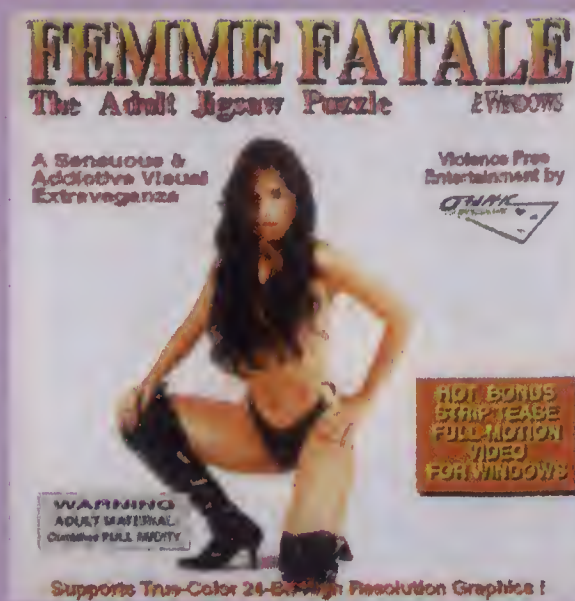
## 3DO ADULT

Blond Justice	\$29
Channel Blonde	\$29
Death Mask	\$49
Endlessly	\$29
Hot Roxx	\$29
Immortal Desire	\$29
Intimate Journey	\$29
Love Bites	\$29
Mind Teazzer 2	\$29
Neurodancer	\$39
Pleasure Zones	\$29
Plumbers Don't Wear Ties	\$39
S-x	\$29
Super Models Go Wild	\$29
Takin' It Off!	\$29
The Coven	\$29
Voices in My Bed	\$29
Winner Takes All	\$29

## CDI ADULT

Above the Knee	\$26
Affairs of the Heart	\$26
American Blond	\$26
Babes Illustrated 2	\$25
Bankok Nights	\$26
Battle of Superstars	\$26
Blind Spot	\$26
Cat House	\$26
Channel Blonde	\$26
Day Dreams	\$25
Endlessly	\$26
Exposure	\$26
Forever Young	\$26
Ice Woman	\$26
If Looks Could Thrill	\$26
Intimate Journey	\$26
Justine	\$36
Killer Looks	\$26
Mask	\$26
Night Train	\$26
Novel Desires	\$29
Parlor Games	\$26
Passion Files	\$20
Red Chair	\$20
Shame	\$26
Super Model	\$26
Swindle	\$29
Target of Seduction	\$29
Tempted	\$26
Things Change	\$36
Vagablonde	\$26
Vice	\$26
Wicked Whispers	\$25

'FEMME FATALE FOR WINDOWS' Build your dream girl with Femme Fatale! A hot adult jigsaw! Features include, a long, tantalizing ALL



NUDE full motion strip-tease video. Also 250 hot 24 bit images of 62 girls used with included puzzle. Load/save game, BMP, PCX, GIF, TIF, DIB, TGA, WAV audio and more. CD \$33



'CRYSTAL FANTASY' Venture through the cave of lust and find the secret crystal. Interact with the sexiest young jewels of the Mac Daddy harem. Take snapshots of the girls and play with them in your own private portfolio. Six highly interactive, three dimensional gorgeous babes! CD \$44



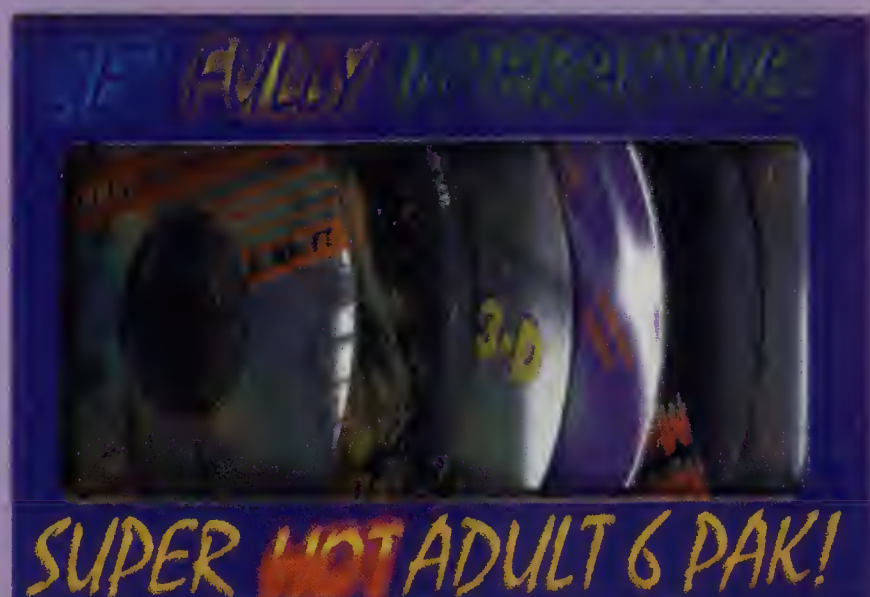
'GIRLFRIEND TRACY' The newest personality available. Girlfriend Tracy will outlast any other game you have ever played. Tracy combines artificial intelligence, virtual reality and erotic sound effects unlike anything else available. Tracy is ready and waiting for you to teach her things, your hobbies, your favorite topics, and much more. CD \$39



'PENETRATION' So you think you've got a great memory? We'll see! Let Vanna Tight guide you through Penetration, one of Romsoft's finest adult CD Rom games. This Fully interactive CD will challenge your memory as well as your sexual curiosity. Use your concentration to discover each match and be rewarded with over thirty high quality video clips, sensual graphics and a variety of erotic photos. CD \$24



'GLAMOUR GIRLS 2' 10 of the most beautiful women with firm, tight bodies, exposing themselves to you, on this amazing CD. 200 full screen incredible pictures of the most beautiful girls in some of the most desirable poses. Over 40 erotic videos of girls ready and waiting to reveal their luscious bodies for your eyes only. CD \$24



'ROMSOFT 6 PACK' Double Down, Doors of Passion 2, Sensuous Girls in 3D, Massive Melons, Touch Me, Feel Me and Private Screenings are what you'll get in this sexy 6 pack! 6 CD'S \$39

## IBM MOTION

## IBM MOTION

## IBM STILLS

## IBM STILLS

Immortal Desires	\$25	Select a Pet 2	\$29
La Blue Girl ea	\$24	Seymore Six Pack	\$39
Lap of Luxury	\$25	Shame	\$24
Legend 4	\$25	Shaved Bunnies	\$19
Lethal Passion	\$26	Star Bangers ea	\$26
Loads of Fun 2	\$19	Streets of New York	\$24
Love Bites	\$26	Suite 18	\$24
Luscious Lips	\$15	Super Model #1	\$24
Mata Hari	\$28	Sweet Juices	\$16
Model's Memoirs	\$22	Swingers Worldwide	\$34
Nasty Neighbor Girls	\$29	T&A to the Max ea	\$16
New Machine Six Pack	\$42	Taboo 12	\$25
Nice But Naughty	\$16	Taking It Off!	\$25
Night Creatures	\$26	Tempted	\$24
Oriental Action	\$26	Tight Squeeze	\$15
Passion Files	\$16	Tokyo Nightlife	\$59
Pink Baroness	\$16	Tongue Tied	\$16
Pleasure in Paradise	\$25	Topless Dancer	\$29
Project	\$36	Totally Exposed	\$24
Racquel Released	\$24	Tracy Loves You	\$19
Racquelle in the Wild	\$24	Urotsukidoji Collection	\$48
Raunch	\$38	Vagablonde	\$24
Red Chair	\$16	Vice	\$24
Romsoft Six Pack	\$39	W Pink TV	\$25
Secrets ea	\$24	Wager of Love	\$25

3D Darling	\$34	Danish S-x ea	\$22
3D Dream Girls	\$25	Domin-A-Trix	\$19
Adult Palate 2	\$22	Erotic Fantasies	\$26
Adult Picture Library	\$15	Erotic Giant	\$24
All Beauties	\$24	European Erotica	\$29
Amateur Models	\$22	Eurotica	\$19
American Girls	\$32	Exotic Poses 1	\$22
American Girls 2	\$29	Exotica	\$39
American Pie	\$19	Extreme Delight	\$28
Art of Olivia	\$30	Foxes	\$16
Asian Hot Pix	\$19	Garro Collection	\$24
Asian Palate	\$24	Girls of J Steven Hicks	\$34
Asian Palate 2	\$36	Girls of Riskue	\$26
Asian Pleasures ea	\$39	Girls of Spice 2	\$24
Babe Watch 3D	\$26	Girls of Vivid 1	\$29
Babes on Bikes	\$39	Girls of Vivid 2	\$19
Barely 18	\$39	Girls, Girls, Girls	\$29
Big Bosom Buddies	\$34	Hard Core GIF's	\$29
Biker Babes	\$29	Heavenly Bodies ea	\$39
Blond Bombshells	\$29	High Volume Nudes	\$28
Bodacious Beauties	\$34	Hooter Heavens	\$36
Captured Elegance	\$24	Hot Girls	\$24
Celebrity Nudes	\$25	Hot Pix	\$24
Couples	\$39	International Beauties	\$24
Danish Fantasies	\$39	Jigsaw Pinups	\$20



# Road & Track Presents The Need for Speed



**H**onestly, officer, I was only doing a hundred and eighty! What's that... you say you saw me punt a Lamborghini off the road? Well... let's just say it was either him or me. Pardon? Why yes, I did grab four or five seconds worth of air back there, but really, don't you think that's an odd place to put an unfinished ramp — right there in the middle of the road?"

It's just another day on the **Road & Track Presents The Need For Speed** highway. By far the prettiest driving game ever to motor off a programmer's desktop, **NFS** is part racing simulation, part "arcade" smash 'em up, part performance car compendium, and wholly appealing. That is, if you can get this baby up and running, — but we'll address *that* little matter a bit later.

**NFS** affords us impoverished desktoppers the chance to take one of eight exotic sports cars on a thrill-a-second tear through a variety of imaginary thoroughfares, all the time beating back the advances of other pavement jockeys. A mechanic's license is not required, as there are no car set-up modifications allowed, and the driving modeling isn't quite up to par with, say, **NASCAR Racing**. But it's close, meaning both "simulation" and "arcade" drivers will enjoy the ride.

On the track, each machine reacts and performs in a manner resembling its real life counterpart — the Lamborghini Diablo registers the top speed of the bunch, while a Ferrari 512TR is

a smart blend of acceleration and handling. Rookies may elect to break in gradually with something less imposing, perhaps a Chevy Corvette ZR-1 or Toyota Supra Turbo. My initial forays were conducted driving a "Group B" Porsche 911 Carrera against less formidable "Group C" Mazda RX7s, but I had soon earned my stripes and it was Ferrari vs. Lambos.

From the in-car first person perspective, it doesn't take long to discover that real life racing techniques and proper driving lines are the fastest way around the **NFS** tracks, and a smooth joystick (or wheel) movement will get to the checkered flag first. Yet certain pure arcade actions, such as purposely assisting other vehicles off the track, rebounding off invisible trackside boundaries in lieu of braking, and flying over built-to-kill jumps are quite within the rules. It's a very pleasant mix and a helluva lot of fun.

**NFS** provides a number of racing options, from a single race with or without generic traffic and ticket-issuing cops, to tournament mode, or a modem contest with another human participant. Sure, purists may want to keep the extra elements off the track, but honestly, there's nothing quite like impacting head-on with a traffic cop at a combined speed of over 260 mph. Although cars don't actually disintegrate, the spectacular end-over-end 3D collision which results is truly a sight to behold, and is without doubt one of the greatest programming achievements in PC racing carnage history.

But the graphic wonders don't end there. Everything in **NFS** is a visual feast, from the individual dashboards with working instrument gauges to the textured beauty of each track. Backgrounds and scenery which include mountains, lakes, forests, deserts, roadside moose, and even a quirky tribute to *Planet of the Apes* make for a breathtaking drive, regardless of finishing position; as an added bonus, skid marks remain on the track throughout the course of a given event. Remember, **Need For Speeders**, you'll want to have a Pentium 90 or better on hand, as the low resolution 320x200 mode ain't none too pretty.

There's a number of tracks from which to choose, ranging from the relatively calm Rusty Springs tri-oval to the winding horror show of the "Alpine" route (which is raced rally-style in segments). There's six in all, and a seventh shocking after-dark affair which becomes available once the original half dozen have been conquered. Each course places different demands upon the driver, meaning there'll be some time spent learning the layout and perfecting each corner before top times can be posted.

Post-race, you're presented with a thorough synopsis, including statistics like lap-by-lap summaries, top speeds and fastest overall times, which are automatically saved for future bragging rights. A nice innovation is the "Highlight



Reel," a package of clips the computer has chosen as standout segments of the past race.

Off the pavement, **NFS** is a glorious blend of intuitive, clever interfaces, beautiful photography and film footage, and a small wealth of visually and verbally delivered *Road & Track* car information. From Control Central, merely select a car and **NFS** invites you to the "Car Showcase," where you'll check out video presentations, photos, performance numbers, history and mechanics — an exotic car lover's dream come true.

Sadly, and in direct contrast with the rest of this superb presentation, **NFS** is not without its faults. Seemingly dependent on system configurations, the program may simply not load, and/or may crash once installed [*it may be a problem with the Stealth 64... stay tuned*]. I've been hit by two distinct little gremlins, the first of which halted my install procedure until a different CD drive was brought into the mix, alleviating the problem. The second, a consistent programming crash anytime I attempt to access "Time Trial" mode, continues to haunt me still today.

After a little research I found I was not alone, although it must be emphasized that usually the program loads and runs just fine. It's too early to say just how widespread this all is — it may thus be useful to check an on-line gaming forum for more information or patches before purchase.



**Gordon Goble**



Designed by: **Electronic Arts Canada**  
Distributed by: **Electronic Arts**  
Platform: **DOS, 3DO**





**The Best is Back!**

# JET FIGHTER III

**Is Coming Soon**

PUBLISHED BY DISTRIBUTED BY

**MISSION  
STUDIOS**

*Interplay*

**CHIPS & BITS INC.**

PO Box 234 Dept. 10439 Rochester, VT 05767  
Call 800-699-4263 Fax 802-767-3382  
Int'l 802-767-3033 Source 10439

**2,000,000 square miles of real-world terrain. 70,000 pounds of thrust. 33 tons of metal and 1 itchy trigger finger.**

Reader Service No. 95

F-22 LIGHTNING II IMAGE COURTESY OF LOCKHEED AERONAUTICAL SYSTEMS COMPANY



## Terminal Velocity



If Apogee ran the world, we'd be playing games with plots that fit snugly onto a *Bazooka Joe* comic, and lots of destruction. Companies such as Apogee take pride in creating teeth-crunching mayhem.

Apogee's sister company, 3D Realms have unleashed a new contender in the ring, **Terminal Velocity**. Catering to their hard-core fans who want nothing more than to shoot the living daylights out of anything that moves, this is billed as a diet flight simulator. Believe me, that's a very broad attempt at describing a game which could be called "**Descent**" outdoors.

Players saddle up in a cockpit of a futuristic fighter jet for intense air combat over nine planets, each encompassing three distinct levels. The general concept is to shoot everything and anyone on the screen, while moving towards marked waypoint targets, until completing a level. Although the concept is simplistic, the execution is impeccable. The feeling of flight is certainly evident, along with unique abilities such as flying above clouds and into tunnels, again similar to **Descent**.

Technically, the game is a star-studded gem of programming, with SVGA support, surround-sound audio, digital music and the obligatory cut scenes. The technical elements are in tune and the gameplay is also impressive, despite some limitations in the overall exploration concept. Primarily, the levels often seem a little too structured around going from point A to point B, which doesn't allow the player enough freedom to explore the terrain in full detail. Minor annoyances such as repetitious music and some poor planet maps earlier on affect enjoyment, although some of the later levels, including the Hawaiian tropic terrain, are scrumptious displays of graphic power.

Although **Terminal Velocity** is little more than a superb facelift of **Skyfox**, it succeeds in making your fingers itch for more firepower and destruction. It is a shallow game, and the concept may not appeal to players who aren't trigger-happy. Judged on its own merits as a pure action game, however, **Terminal Velocity** succeeds admirably.



Geoff Keighley

Designed by: **Terminal Reality**  
Published by: **3D Realms/FormGen**  
Platform: **DOS**

## Witchaven



There's an old saying that a company can turn a great idea into dust or gold, depending on the efforts they put into a project. *Capstone Software*, a firm that has collected more dust over the years than my old 45 records, is finally trying to mine a few gold nuggets out of a tarnished reputation. With abominable titles such as **Corridor 7** and **Body Count** under their belt, their latest offering, **Witchaven**, is perhaps the seed that will blossom the company into a new realm of quality. As they say, out with the old and in with the new.

**Witchaven** asks players to draw their swords from the sheath and tackle numerous first-person 3D levels with a distinctive medieval setting. The tale wrapped around this game involves dark demons who have shrouded the land in darkness; it's your valiant sword thrusts which can save the world from impending devils. The enemy creatures, made primarily out of clay, move in a somewhat robotic fashion, but nonetheless look very snappy in SVGA resolution, which the game fully supports. The story and gameplay flow well, in part due to some innovative design work allowing for multiple levels to be latched together, creating one gigantic world.

What separates this title from the pack of 3D games is its combination of first person 3D action and staple role playing game traits. By defeating enemies the player gains hit points, along with gaining access to several spells and potions to cast upon upcoming monsters. For graphic horsepower, the game features a licensed version of 3D Realms' "Build" engine, which is the same engine used for the forthcoming **Duke Nukem 3D**. Bar none, this is one of the finest engines to sculpt a world in, as it allows for incredible special effects and a sheering frame rate.

Atmospherically, the graphics and sound effects are put together well, and the introduction sequence is a fine piece of cinematic craft. Although **Witchaven** lacks the luster of **DOOM** and the polish of **Dark Forces**, it's certainly no slouch in the claustrophobic realm of 3D games.



Geoff Keighley

Designed and Published by: **Capstone**  
Platform: **DOS**

## Power Pete



Over in *Intel*land there has been much chest thumping lately about how the latest processors and operating systems will be able to run arcade games like those you can find on a \$100 game console. While we may be suitably impressed from a purely technological point of view, we still think it's a lot easier to just cough up the c-note and then run down to your local video place to rent a few games at \$2.00 each.

Anyway, in MacLand, there haven't been many straightforward arcade games. Y'know, a pointless plot, controls that consist of move and shoot, power-ups that create all kinds of mayhem, and enough on-screen action to make your CPU groan in despair. An adrenaline junkie's fix.

Well look at that, we've just described **Power Pete** from *MacPlay* (designed by *Pangea Software*)! You play the ultimate toy soldier, and your mission is to rescue Fuzzy Bunnies out there in toyland.

All the stuff of great arcade action is in here. Pete runs around in a three-quarters perspective world; a world laid out in the form of a maze. Power-ups are everywhere. Pete starts with 4 "health hearts" and whenever he is hit by something bad, he loses a heart. Lose all four and he loses a life. When he destroys an adversary, they pop open to reveal confetti and jawbreakers. Connect enough jawbreakers and Pete gets another heart, up to a maximum of eight.

Pete has a wide selection of weapons, from his standard suction cup gun to a flame-thrower. Controls are limited to move, shoot, switch weapons, and radar. Power-ups do such things as make Pete invincible, freeze all enemies, or bring down a rain of small nuke-like explosions, with Pete screaming out "Fire in the hole!"

The biggest drawback is that Pete moves pretty quickly and the screen size isn't overly large. It's easy to run into an enemy almost before you see him.

But this is a minor problem. Beyond that, **Power Pete** is simply great fun. The graphics are bright and light hearted, there's plenty going on, and Pete comes out with some silly one-liners as he thrashes about. Mac owners don't have a lot of these full screen, fast paced arcade games to choose from, but even if they did I'd still give **Power Pete** a vigorous thumbs up.



Peter Smith

Designed by: **Pangra Software**  
Published by: **MacPlay**  
Platform: **Macintosh**





# Strip Poker Professional Is Now Available On CD-ROM!



## Strip Poker Professional CD-ROM

Settle in for a sizzling evening of STRIP POKER as this unique program pits your poker skills against gorgeous opponents, each with their own unique personality and style of play. And, the more chips you win, the more they take off! Our latest enhancements to this computer classic include state of the art digitized graphics using our exclusive CCG graphics technology, simultaneous play against up to three opponents, digitized speech (Sound Blaster compatible), Save Game and more!

And now Artworx' Strip Poker Professional is available on CD-ROM, featuring awesome Hi-res graphics— 800x600 screen resolution with 256 colors, and four captivating opponents. And, using the latest in CD-ROM technology, we are able to include an additional 24 opponents on this CD-ROM! They are available in groups of four and can be economically and conveniently ordered and immediately unlocked by placing a toll-free phone call!

**IBM CD-ROM: \$49.95** — requires CD-ROM drive, 4 Meg RAM, Super VGA Graphics Card and monitor.

## New Rev B Disk Version!

We have updated the disk version of Strip Poker Professional with three brand new opponents: Janet, Sally and Carolyn, using our CCG graphics. 640x480 screen resolution. Requires Super VGA.

**IBM Strip Poker Professional Rev B: \$49.95**

**Rev B upgrade (requires SPX master disk): \$19.00**

## Strip Poker Data Disks

Add more opponents to your STRIP POKER disk collection! Each DATA DISK has two new opponents to play against.

*Data Disks 1–14 (CCG graphics) are now available.*

**DATA DISKS are \$24.95 each.**



*CD-ROM version features hi-res Super VGA graphics using our Crystal Clear Graphics!*



*CD-ROM contains 24 additional opponents who can be purchased over the phone by calling a toll-free number.*



*Additional opponents are available for the disk version on optional Data Disks. Shown: Sara (DD#4), Annie (DD#3) and Rebecca (DD #12).*

**Artworx®** 1844 Penfield Road Penfield, NY 14526  
(800) 828-6573 • (716) 385-6120



# CHIPS & BITS INC.

PO BOX 234 DEPT 10497  
ROCHESTER, VT 05767  
INT'L 802-767-3033 FAX 802-767-3382

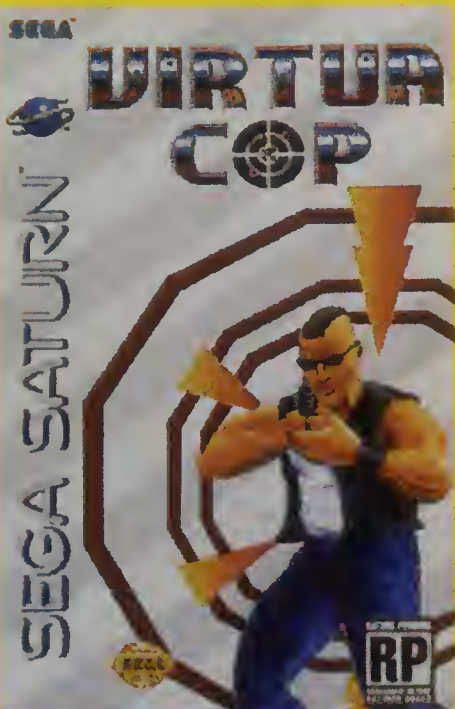
\*OVERNIGHT SHIPPING in US \$4 per order. Mail to Canada, PR, HI, AK, APO, FPO \$4 per order. Worldwide airmail \$6 per item. Handling \$2 per shipment. Hardware orders may require additional shipping charges. Visa, MC and Discover accepted.

## 3DO

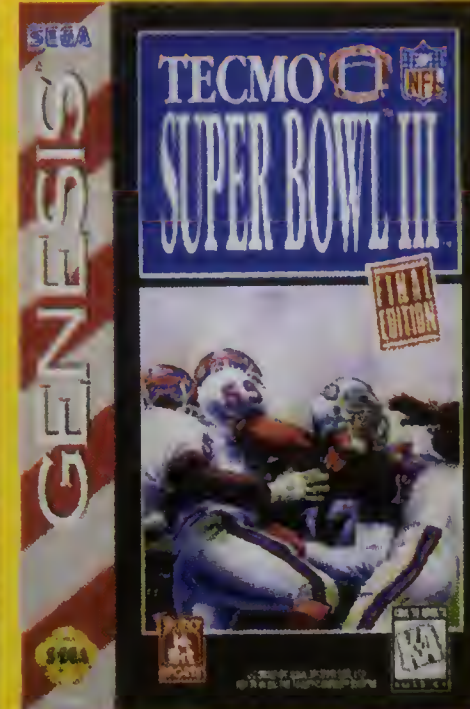
3DO System Goldstar	\$299
3DO System Panasonic	\$299
3DO 2nd Player Gun	\$49
3DO 6 Button Control Pad	\$26
3DO Decathlon	\$52
3DO M-2 Accelerator Pan	\$249
3DO Mouse	\$40
7th Guest 2: 11th Hour	\$52
AD&D Slayer	\$52
Alone in the Dark 2	\$46
B.C. Racer	\$49
BIOS Fear	\$52
Ballz:The Director's Cut	\$52
Battle Sport	\$52
Blade Force	\$52
BrainDead 13	\$52
Cadillacs & Dinosaurs	\$44
Captain Quazar	\$54
Carrier: Fortress at Sea	\$52
Casper	\$52
Castle Wolfenstein 3D	\$44
Chess Wars	\$48
Clayfighter 2:Judgmt Clay	\$46
Creature Shock	\$52
Cyberdillo	\$52
Cyberia	\$44
D's Dinner	\$52
Daedalus Encounter	\$64
Deadly Skies	\$52
Death Keep	\$48
DefCon 5	\$49
Dirt Racer	\$54
Disc World	\$52
Doom	\$52
Dragon Lore	\$46
Dragons Lair 2:Time Warp	\$52
Drug Wars	\$52
Duelin' Firemen	\$54
Eye Spy	\$52
Fast Draw (w/Game Gun)	\$64
Fire & Ice	\$39
Firewall	\$39
Flying Nightmares	\$52
Foes of Ali	\$52
Gender Wars	\$54
Grandest Fleet	\$56
Isis	\$45
Killing Time	\$52
Kingdom O' Magic	\$54
Last Bounty Hunter	\$52
Lawnmower Man 2	\$54
Lost Eden	\$32
Lost Vikings 2	\$46
Myst	\$54
Maximum Surge	\$54
Mazer	\$52
Mirage	\$29
NHL Hockey 96	\$52
PGA Tour 96	\$54
PO'ed	\$52
Pagoda of Puzzles	\$54
Panzer General	\$42
Penn & Teller	\$52
Perfect General	\$56
Phoenix 3	\$52
Planet Strike	\$52
Primal Rage	\$49
Prowler	\$52
Psychic Detective	\$52
Quarterback Attack	\$56
Rad the Rock Hopper	\$52
Return to Zork	\$47
Robinson's Requiem	\$52
Rock & Roll Racing	\$48
Shock Wave 2	\$52
Shootout at Old Tucson	\$52
Shred Fest	\$54
Slam & Jam Basketball	\$52
Slayer	\$49
Snow Job	\$52
Space Ace	\$49
Space Hulk:Vengeance	\$52
Space Pirates	\$49
Star Blade	\$54
Star Fighter	\$52
Strahl	\$52
Street Fighter Animated	\$54
Supreme Warrior	\$49
Syndicate	\$54
The D	\$59
The Dragon	\$52
Theme Park	\$52
Thunder Hawk	\$54
Top Gun M2	\$54
Trip 'D	\$45
VR Stalker	\$49
Varuna's Force	\$52
Virtual Stadium Baseball	\$54
Virtuoso	\$52
Vital Cycle	\$54
WaterWorld	\$52
Way of the Warrior	\$52
Wheel of Fortune	\$49
Who Shot Johnny Rock	\$52
Wicked 18 Golf	\$46
Wing Commander	\$49
Wing Commander 3	\$54
Wing Nuts	\$44
World Cup Soccer	\$52
XS	\$54



'DONKEY KONG COUNTRY 2' Greater graphics and faster action for this even bigger adventure! All new worlds populated with new enemies and new friends. **\$64**



'VIRTUA COP' The bad guys can run, but now there'll be virtually no place for them to hide. It's a first person experience where you put your shield, your weapon and your life on the line! Arcade moves and 3-D perspective. **SAT \$52**



'TECMO SUPER BOWL 3' This game is virtually a NFL football simulator. The player has all of the abilities of the real NFL football teams, coaches and the real NFLPA players. New rosters, character edit mode and expansion teams. **\$62**



'TEKKEN' 8 of the worlds finest, most deadly fighters. Mysteriously brought together by the Japanese Mishima Empire for one reason only, money. In the ultimate battle for supremacy, where the winner goes home rich and the loser goes home in a pine box. **PSX \$46**



'MORTAL KOMBAT 3' is loaded with everything players have been begging for, six new Kombat Kodes, eight new characters, thirty two megs, and secret portals that allow fighters to smash up and down into different back-grounds. **\$69**



'BREATH OF FIRE 2' Combine an orphaned descendant of the Light Dragon with a stout hearted warrior and you have the makings for this fantasy RPG! Four new fighting formations! **\$59**

## CDI

CD-I 550 Magnavox Plyr	\$479
Alien Ally	\$52
Alien Gate	\$26
Axis & Allies	\$44
Backgammon	\$24
Chaos Control	\$39
Connect Four	\$26
Creature Shock	\$44
Crime Patrol	\$44
Dark Castle	\$34
Dead End	\$44
Defender of the Crown	\$34
Disc World	\$36
Effacer	\$26
Joker's Wild Jr.!	\$36
Kingdom:Far Reaches	\$39
Labyrinth of Crete	\$44
Lemmings	\$32
Link:The Faces of Evil	\$44
Lilil Devil	\$44
Lords of the Rising Sun	\$24
Lost Eden	\$45
Mad Dog McCree & Gun	\$72
Mega Maze	\$30
Merlin's Apprentice	\$44
Myst	\$44
NFL Instant Replay	\$36
Name That Tune	\$36
Ooze	\$32
Pinball	\$30
Return to Cyber City	\$58
Thunder in Paradise	\$39
Voyeur 2	\$52
Zelda: Wand of Gamelon	\$44

## GAME GEAR

GG Syst/Super Columns	\$109
Batman Forever	\$38
Best of Mega Man 1-5	\$34
Bust-A-Move	\$32
Chicago Syndicate	\$32
Dragon: Bruce Lee Story	\$39
EarthWorm Jim	\$34
FIFA Internat'l Soccer 96	\$36
Frank Thomas Baseball	\$38
Getaway High Speed 2	\$36
Hurricanes	\$32
Madden Football 96	\$36
Mortal Kombat 3	\$39
NFL Quarterback Club 96	\$39
NHL All Star Hockey	\$34
NHL Hockey 95 or 96 ea	\$36
PGA Invitational 96	\$36
Phantom 2040	\$34
Power Rangers 2: Movie	\$32
SI Champ Foot & Base	\$37
Sonic Drift 2	\$36
Urban Strike	\$36

## GENESIS HARDWARE

Aura Interactor	\$72
Genesis CD Backup Cart	\$49
Genesis CD System 2	\$229
Genesis System 2, Core	\$99
Genesis Team Player 2	\$29
Lethal Enforcers Gun ea	\$18

## GENESIS ADVENTURE

6 in 1 Cartridge	\$56
Addams Family Values	\$44
Adv Batman & Robin CD	\$44
Batman Forever	\$64
BrainDead 13 CD	\$49
Casper	\$58
Comix Zone	\$54
Cutthroat Island	\$54
Demolition Man CD	\$19
Dragons Lair 2 CD	\$52
EarthWorm Jim 2	\$64
Fahrenheit CD	\$52
Flintstones Movie	\$44
Garfield:Caught in the Act	\$58
Gargoyles	\$59
Green Lantern	\$59
Indiana Jones	\$54
Izzy's Olympic Quest	\$52
Judge Dredd	\$54
Kingdom CD	\$52
Light Crusader	\$62
Lords of Thunder CD	\$39
Mission Impossible	\$56
Mutant Chronicles	\$59
Myst CD	\$46
Penn & Teller CD	\$39
Phantom 2040	\$54
Pocahontas	\$59
Popeye	\$52
Power Rangers 2: Movie	\$52
Radical Rex	\$59
Radical Rex CD	\$45
Real Monsters	\$54
Revolution X	\$59
Ristar	\$34
Scooby Doo	\$52
Skeleton Krew	\$54
Spot Goes to Hollywood	\$59
Star Trek Deep Space 9	\$46
StarGate	\$54
Slam Masters	\$44
The Punisher	\$49
Toy Story	\$66
Warlock	\$32
Waterworld	\$56
Whac-A-Critter	\$48
Wild Woody CD	\$52
Worms	\$59
X MEN 2: Clone Wars	\$52
X-Perts	\$58

## GENESIS KICK & PUNCH

Eternal Champions CD	\$44
Fatal Fury Special CD	\$44
Future Zone	\$58
Justice League:Task Force	\$60
Kartoon Kombat	\$48
Lobo	\$56
Maximum Carnage 2	\$56
Mortal Kombat 3	\$69
Primal Rage	\$59
Samurai Showdown CD	\$44
VR Troopers	\$52
WeaponLord	\$58

## GENESIS ROLEPLAYING

Beyond Oasis	\$68
Lunar 2 CD	\$49
Nightmare Circus	\$52
Phantasy Star 4	\$83
Popful Mail CD	\$49
Shining Force CD	\$46
Syndicate	\$44
Vay CD	\$48

## GENESIS SPORTS

ATP Tennis	\$36
Bass Masters Classic	\$56
College Football 2	\$54
College Football USA 96	\$57
Converse Hardcore Hoops	\$59
ESPN NBA Hangtime CD	\$54
FIFA Internat'l Soccer 96	\$56
Frank Thomas Baseball	\$62
George Foreman	\$52
Hardball 95	\$49
Head-On Soccer	\$54
Madden Football 96	\$56
Minnesota Fats Pool	\$54
NBA Action 95	\$54
NBA Jam Tournament Ed	\$59
NBA Live 96	\$54
NFL Quarterback Club 96	\$62
NFL Team Heroes	\$52
NHL All Star Hockey	\$49
NHL Hockey 96	\$58
PGA Tour Invitational	\$56
Payne Stewart Golf	\$54
Prime Time NFL Ftbl 96	\$58
Slam Masters	\$54
Soccer World CD	\$44
Sporting News Soccer CD	\$44
TNN Bass Tournament	\$49
TNN Outdoor Bass '96	\$56
Tecmo Super Bowl 3	\$62
Triple Play Baseball	\$59
WWF Arcade	\$59
Wayne Gretzky Hockey	\$54
World Series Baseball 95	\$66

## GENESIS SHOOTERS

Demolition Man	\$54
Earth Defense	\$48
Exo Squad	\$48
Mad Dog McCree 2 CD	\$49
Star Strike 2000 CD	\$58
Surgical Strike CD	\$29
The Exterminators CD	\$58
Vector Man	\$52

## GENESIS SIMULATIONS

B.C. Racer CD	\$39
Knights of the Sky	\$52
Road Rash CD	\$52
Road Rash 3	\$52
Super Strike Trilogy CD	\$52

## GENESIS STRATEGY

Dune 2	\$49
Mega Bomberman	\$44
Wheel of Fortune CD	\$52
Zoop	\$44

## JAGUAR

Jaguar CD System	\$149
Jaguar Power Kit	\$149
Jaguar Pro Controller	\$24
Jaguar VR Headset	\$299
Alien VS Predator CD	\$56
Arena Football	\$59
Atari Cart	\$52
Attack of the Penguins CD	\$56
BIOS Fear	\$56
Barkley Basketball CD	\$52
Battle Morph CD	\$52
Battle Wheels	\$54
Black Ice/White Noise CD	\$59
Breakout 2000	\$54
Brett Hull Hockey CD	\$59
Buggy Ball	\$62
Burnout	\$54
Cannon Fodder	\$52
Casino Royale	\$54
Chaos Agenda CD	\$52
Commander Blood CD	\$59
Commando CD	\$56
Creature Shock CD	\$52
Dactyl Joust	\$52
Dactyl's Nightmare	\$62
Deathwatch	\$56
Defender 2000	\$56
Demolition Man CD	\$52
Double Dragon 5	\$54
Dragon's Lair CD	\$52
Dune Racer	\$54
Fever Pitch	\$52
Fight for Life CD	\$59

## JAGUAR

Formula 1 Racing CD	\$56
Frank Thomas Baseball	\$59
Freelancer 2120 CD	\$52
Gunship 2000	\$54
Highlander CD	\$52
Hover Hunter	\$54
I-War	\$54
Iron Solider 2 CD	\$54
Jack Nicklaus Golf CD	\$52
James Pond 3	\$54
Max Force	\$54
Mind Ripper	\$54
Missile Command	\$54
Mortal Kombat 3	\$59
Myst CD	\$54
NBA Jam Tournament Ed	\$59
Phear	\$54
Pinball Dreams	\$54
Pitfall	\$54
Power Drive Rally	\$57
Primal Rage CD	\$59
RayMan	\$58
Redemption CD	\$52
Return to Zork	\$56
Robinson's Requiem CD	\$54
Ruiner Pinball	\$52
Soul Star CD	\$58
Space Ace CD	\$52
Star Raiders 2000 CD	\$52
Starlight Bowl-A-Rama CD	\$52
Sudden Impact	\$54
Supercross 3D	\$56
Thea Realm Fighters	\$56
Theme Park	\$58
Ultra Vortex	\$62
Wayne Gretzky Hockey CD	\$59
White Men Can't Jump	\$59
World Class Cricket	\$54

## HINT BOOKS

3DO Game Secrets V. 2	\$13
Atari Jaguar Secrets	\$14
Brain Lord Players	\$9
Chrono Trigger	\$16
Donkey Kong Country 2	\$12
Doom	\$8
Final Fantasy 3	\$11
Genesis & Sega Secrets 5	\$8
Lunar 2	\$13
Mortal Kombat 3, Fighters	\$8
NBA Jam Tournament Ed	\$9
Phantasy Star 4	\$12
Primal Rage, Arcade	\$12
Primal Rage, Unauthorized	\$8
Road Rash 3	\$12
Super Street Fighter 2	\$11
Virtua Fighters Codes	\$6
Yoshi's Island/Spr Mario 2	\$12

## MARS 32X

Alone in the Dark CD	\$52
BlackThorne	\$46
Brutal Above the Claw	\$52
Casper	\$52
Chaotix	\$56
Clayfighter 2:Judge Clay	\$44
FIFA Internat'l Soccer 96	\$56
Golf Magazine's 36 Holes	\$62
Heavy Machinery	\$54
Judge Dredd	\$62
Kingdom:Far Reaches	\$59
Kolibri	\$58
Lost Vikings 2 CD	\$46
Maximum Carnage 2	\$59
Metal Head	\$59
Mortal Kombat 2	\$59
Mother Base	\$49
Motocross Championship	\$49
NBA Action	\$58
NBA Jam Tournament	\$59
NFL Instant Replay	\$56
Night Trap CD	\$56
Pitfall	\$62
Primal Rage CD	\$58
Prime Time NFL Ftbl 96	\$66
RBI 95	\$57
Ratchet & Bolt	\$59
RayMan	\$56
Shadow Squadron	\$52
Shell Shock	\$52
Slam City CD	\$49
Soul Star	\$52
Spiderman: Web of Fire	\$58
Spot Goes to Hollywood	\$59
Star Trek: Academy	\$52
Star Wars Arcade	\$39
T-Mek	\$62
Tempo	\$59
ToughMan Contest	\$54
Vikings	\$46
Virtua Fighters	\$59
Virtua Hampster	\$59
Virtual Golf	\$52
WWF Arcade	\$59
Wolves of Moordeth	\$56
World Series Baseball	\$59

## ULTRA 64

64 System	\$269
Alien Vs Predator	\$56
Cruis'n USA	\$56
Doom	\$56
Killer Instinct	\$56
Red Baron	\$56
Robotech	\$56
Top Gun	\$56
Top Gun: A New Adventure	\$56
Turok: Dinosaur Hunter	\$56



# Call NOW to Order 800-699-4263

SOURCE 10497

Checks held 4 weeks. Money Orders under \$200 same as cash. COD \$8. Defectives replaced with same product. Most items shipped same day. Shipping times may vary. Price/availability may change. All sales final. Call for details.



**'SONY PLAYSTATION'** Sony's breakthrough 32-bit processor, CD ROM architecture delivers real time experience with ever changing 3D perspectives and stereo CD quality sound. **\$319**



**'MISSION: DEADLY SKIES'** Battle over dense jungles, deserts, futuristic cities and aircraft carriers. Play against the computer, or for an even tougher challenge go head to head with a friend to see who is top gun! **PSX \$52**



**'RAYMAN'** Discover the world of Rayman where action, challenge and technology await you! Unique powers that develop and accumulate as you advance through the game. Over 50 different characters including enemies who learn your playing style and fight back! **JAG \$58**



**'CHAOS CONTROL'** She's blonde, brave and about to kick butt! It's the year 2071. Only one space fighter has the courage, composure and razor sharp reflexes to eliminate the savage Kesh Rhan extra terrestrials...ace pilot Jessica Darkhill. Awsome 3D and Japanese manga style animation! **CDI \$39**



**'WOLFENSTEIN 3D'** As the legendary B.J. Blazkowicz, you've been commissioned to rewrite history in a bloody 64 bit war zone filled with enough Nazi scum to keep you trigger happy for weeks. 6 missions with 30 levels of bullet riddled mayhem. **3DO \$44**



**'IZZY'S QUEST FOR THE OLYMPIC RINGS'** Izzy, the Olympic character, has amazing morphing abilities. Watch and play as he hang glides, turns into a javelin for distance and skateboards through tough terrain! **\$52**

## SNES ROLEPLAYING

AD&D	\$58
Brandish 2	\$64
Breath of Fire 2	\$59
Dragon Warrior 5	\$72
Dragonview	\$59
EarthBound	\$64
First Queen	\$56
Golden Empire	\$62
King Arthur/Knights Justice	\$59
Secret of Evermore	\$64
Syndicate	\$44
Tecmo Secret of the Stars	\$54

## SNES KICK & PUNCH

Clayfighter Tournament	\$29
Fatal Fury Special	\$59
Final Fight 3	\$52
Hagane	\$59
Justice League:Task Force	\$66
Killer Instinct	\$69
Lobo	\$56
Maximum Carnage 2	\$64
Mortal Kombat 3	\$69
Ninja Gaiden Trilogy	\$62
Power Rangers Fighting Ed	\$58
Primal Rage	\$64
Tsushima	\$58
WeaponLord	\$59
Wild C.A.T.S.	\$59

## SNES SHOOTERS

Apocalypse	\$62
Demolition Man	\$62
Doom	\$69
Future Zone	\$58
Galactic Defenders	\$56
Mechwarrior 3050	\$58
Realm	\$49
Super Turrican 2	\$44
Wild Guns	\$56

## SNES SIMULATIONS

Comanche	\$62
Dirt Trax FX	\$59
Full Throttle Racing	\$42
Grand Prix 1 Part 2	\$32
Kawasaki	\$58
Street Racer	\$56
Super Bike Challenge	\$54
Turn & Burn:No Fly Zone	\$49
Urban Strike	\$59

## SNES SPORTS

Bass Masters Classic	\$59
Converse Hardcore Hoops	\$59
Emmitt Smith Football	\$56
FIFA Internat'l Soccer 96	\$56
Frank Thomas Baseball	\$66
George Foreman	\$64
Head On Soccer	\$54
Int'l Superstar Soccer 2	\$46
Jimmy Houston's Bass	\$52
Looney Tunes B-Ball	\$59
Madden Football 96	\$56
NBA Give & Go	\$46
NBA Live 96	\$56
NFL Quarterback Club 96	\$69
NFL Team Heroes	\$56
NHL Hockey 96	\$58
PGA Ivitational 96	\$59
RBI 94	\$49
Sporting News Baseball	\$52
Super Baseball Sim 2	\$52
TNN Outdoor Bass '96	\$62
Tecmo Super Bowl 3	\$62
WWF Arcade	\$66
Wayne Gretzky Hockey	\$59

## SNES STRATEGY

Bust-A-Move	\$42
Civilization	\$62
PTO 2	\$62
Pieces	\$54
Prehistorik Man	\$52
Romance of 3 Kingdoms 4	\$64
Super Bomberman 3	\$56
The Brainies	\$44
Whizz	\$49

## VIRTUAL BOY

Virtual Boy AC Adaptor	\$18
Virtual Boy System	\$170
Devil Busters	\$49
Galactic Pinball	\$38
Jack Brothers	\$44
Mario Clash	\$38
Panic Bomber	\$40
Red Alarm	\$38
Teleroboxer	\$38
Vertical Boy	\$40
Virtual League Baseball	\$39
Wario Cruise	\$46
Waterworld	\$50
Worms	\$49

## NEO GEO

Neo Geo CD System	\$399
Aero Fighters 2 or 3 CD	\$69
Agressor Dark Kombat CD	\$69
All Star Volleyball CD	\$69
Andro Dunos CD	\$69
Art of Fighting 1 or 2 CD	\$69
Baseball Stars Pro CD	\$69
Crossed Swords CD	\$69
Cyber Lip CD	\$69
Double Dragon	\$199
Fatal Fury CD	\$69
Fight Fever CD	\$69
Firm Guy CD	\$69
Football Frenzy CD	\$69
Galaxy Fighter	\$229
Galaxy Fighter CD	\$69
Ghost Pilots CD	\$69
Gururin CD	\$69
Kabuki Klash	\$289
King of Athletes CD	\$69
King. Fighter 94 or 95 CD	\$69
King of the Monsters	\$69
King of Monsters 1or 2 CD	\$69
Last Resort CD	\$69
League Bowling CD	\$69
Magician Lord CD	\$69
Metal Slag CD	\$69
Nam 1975 CD	\$69
Ninja Combat CD	\$69
Ninja Commando CD	\$69
Palstar CD	\$69
Panic Bomber CD	\$69
Puzzled CD	\$69
QP CD	\$69
Rally Chase CD	\$69
Riding Hero CD	\$69
Robo Army CD	\$69
Samurai Showdown 2	\$229
Sam Showdown 1 or 2 CD	\$69
Savage Reign	\$229
Sengoku 1 or 2 CD	\$69
Shinryu Senki CD	\$69
Soccer Brawl CD	\$69
SpinMaster CD	\$69
Stakes Winner CD	\$69
Street Hoops CD	\$69
Super Sidekicks 1-3 CD ea	\$69
Super Spy CD	\$69
Super Volleyball CD	\$69
Suplex CD	\$69
Thrash Rally CD	\$69
Top Hunter	\$169
Top Hunter CD	\$69
Top Players Golf CD	\$69
View Point CD	\$69
WindJammers CD	\$69
World Heroes 2 Jet CD	\$69
World Tour Golf CD	\$69
Zed Blade CD	\$69

## PLAYSTATION

Playstation System Core	\$319
Playstation with Game	\$349
ASCII Fighter Stick	\$44
ASCII Revel Pad	\$26
PSX Combat Cable	\$19
PSX Controller	\$22
PSX Game Gun	\$38
PSX Memory Card	\$24
PSX RFU Adaptor	\$27
3-D Soccer	\$44
3-Decathlon	\$52
3D Baseball 95	\$56
7th Guest 2: 11th Hour	\$52
A-Train	\$49
Adrenalin Factor	\$54
Aftermath	\$52
Aftershock	\$52
Agile Warrior: F-111X	\$52
Air Combat	\$46
Alien Trilogy	\$52
Alien Virus	\$52
Assault Rigs	\$52
Ball Blazer	\$58
Baseball	\$52
Basketball	\$52
Batman Forever	\$52
Big Ball World Champion	\$52
Blades of Rage	\$54
Blazing Dragons	\$52
Blockout	\$46
Boxing 96	\$52
Converse Hardcore Hoops	\$52
Cyber Sled	\$46
Cyberia	\$52
DNA Imperative	\$49
Dark Legend	\$52
Dark Seed 2	\$52
Dark Stalkers	\$52
Dark Sun	\$54
DarkNet	\$52
Death Crusader	\$54
Death Race	\$54
Descent 2	\$52
Destruction Derby	\$52
Die Hard Trilogy	\$54
Don Pachi	\$52
Doom	\$54
Dragons Lair	\$52
Dungeons & Dragons	\$52
ESPN Extreme	\$49
FIFA Internat'l Soccer 96	\$52
Fade to Black	\$52
Frank Thomas Baseball	\$52
Freelancer 2120	\$52
Front Page Football Pro 96	\$58
Front Page Baseball 96	\$58
G-Police	\$54
GEX	\$52
Hel	\$54

## PLAYSTATION

Hive	\$54
Hyper 3-D Pinball	\$52
Incredible Toons	\$48
Judge Dredd	\$48
Jumping Flash	\$52
Krazy Ivan	\$54
Last Bounty Hunter	\$54
Lawnmower Man 2	\$54
Legacy of Kain: Bld Omen	\$56
Lemmings 3D	\$52
Lemmings Paintball	\$54
Loaded	\$52
Madden NFL 96	\$54
Magic Carpet	\$52
Monstrous City	\$54
Mortal Kombat 3	\$59
Myst	\$52
NBA In The Zone	\$44
NBA Jam Tournament Ed	\$48
NFL Game Day	\$52
NFL Quarterback Club 96	\$52
NHL Hockey	\$52
No Mouth & Must Scream	\$52
Novastorm	\$52
Offensive	\$54
PO'ed	\$52
Panzer General	\$52
Parasite	\$54
Penn & Teller	\$52
Philosoma	\$52
Pool Shark	\$48
Primal Rage	\$54
Raiden	\$49
RayMan	\$52
RazorWing	\$54
Resident Evil	\$52
Return to Zork	\$46
Ridge Racer	\$49
Rise of the Robots 2	\$54
Space Ace	\$52
Split Realities	\$52
Star Blade	\$46
Street Fighter Animated	\$54
Syndicate Wars	\$52
Tekken	\$46
Toh Shin Den	\$54
Track & Field	\$44
Twisted Metal	\$52
VR Baseball	\$56
VR Basketball	\$56
VR Hockey	\$56
Virus	\$54
WWF Arcade	\$52
Warhammer Fantasy Bttle	\$52
Waterworld	\$52
Wipeout	\$52
X MEN:Children of t' Atom	\$54
XS	\$54
Xeno War	\$52

## SATURN

Saturn System	\$419
Saturn 6 Player Controller	\$39
Saturn Arcade Racer	\$66
Saturn Back-Up RAM Cart	\$46
Saturn Control Pad	\$32
Saturn RF Unit	\$24
Saturn Virtua Stick	\$54
3D Baseball 95	\$56
3D Basketball	\$54
4x4 Gears & Guts	\$52
7th Guest 2: 11th Hour	\$52
AD&D Fighters	\$46
Adrenaline Factor	\$54
Aftermath	\$52
Alien Trilogy	\$52
Alone in the Dark	\$52
Batman Forever	\$52
Battletech	\$52
BioHazard Five	\$52
Blackfire	\$52
Blades of Rage	\$54
Blazing Dragons	\$52
Brain Dead 13	\$52
Caesar's Gambling	\$46
Center Ring Boxing	\$52
Clockwork Knight 2	\$54
Congo	\$52
Converse Hardcore Hoops	\$52
Creature Shock	\$54
Criticom	\$54
Dark Stalkers	\$54
Daytona USA	\$52
Death Race	\$54
DefCon 5	\$52
Descent 2	\$52
Die Hard Trilogy	\$54
Dragons Lair 2:Time Warp	\$52
Dragons of Square Table	\$54
Dungeons & Dragons	\$52
Extreme Pinball	\$52
FIFA International Soccer	\$52
Frank Thomas Baseball	\$52
Free Runner	\$54
Hardball 5	\$54
Hyper 3-D Pinball	\$52
Virtual Hydlide	\$52
Judge Dredd	\$48
Lemmings Paintball	\$54
Mansion of Hidden Souls	\$39
Maximum Surge	\$52
Mortal Kombat 2	\$48
Mr. Bones	\$52
NBA Action	\$52
NBA Jam Tournament Ed	\$47
NFL Football	\$44
NFL Quarterback Club 96	\$52
NHL All Star Hockey	\$59
Night Warriors	\$54
Offensive	\$54

## SATURN

PTO 2	\$58
Pang Series	\$48
Panzer Dragoon	\$52
Parodius	\$44
Penn & Teller	\$52
Popoito	\$52
Primal Rage	\$64
Prime Time NFL Ftball 96	\$59
Prize Fighter	\$48
Quarterback Attack	\$52
Rally	\$52
Raw Pursuit	\$52
RayMan	\$52
Return to Zork	\$46
Revolution X	\$52
Riglord Saga	\$62
Rise of the Robots 2	\$54
Road Kill	\$52
Road Rash	\$54
Robotica	\$44
Romance of 3 Kingdoms 4	\$58
Screaming Wheels	\$52
Shinobi Legions	\$48
Sign of the Sun	\$52
Sim City 2000	\$58
Solar Eclipse	\$52
Space Ace	\$52
Split Realities	\$52
Spot Goes To Hollywood	\$54
Storm	\$52
Street Fighter: The Movie	\$52
Theme Park	\$52
ThunderHawk 2	\$52
Toh Shin Den	\$56
Total Eclipse	\$54
Upper Deck Basketball	\$54
VR Baseball	\$56
VR Basketball	\$56
Van Battle	\$52
Varuna's Force	\$52
Vertigo	\$54
Viewpoint	\$52
Virtua Cop with Gun	\$52
Virtua Fighters 2	\$56
Virtua Racing	\$52
Virtual Hydlide	\$52
Virtual Pool	\$46
WWF Arcade	\$52
Waterworld	\$54
Werewolf: The Apocalypse	\$66
Wing Arms	\$54
Wing Commander 3	\$59
Winning Post	\$58
World Cup Golf: Pro Ed	\$52
World Series Baseball	\$59
Worldwide Soccer	\$19
X MEN:Children of t' Atom	\$54
XS	\$54
Zoop	\$44

## SNES HARDWARE

Lethal Enforcers Gun 2	\$18
Super Multitap	\$32
Supr Nin System Core	\$99

## SNES ADVENTURE

Admiral Togo	\$58
Arty Lightfoot	\$49
Batman Forever	\$66
Big Sky Trooper	\$52
Boogerman	\$58
Bronkie t' Bronchiasaurus	\$58
Captain Commando	\$54
Casper	\$56
Castlevania: Dracula X	\$46
Chrono Trigger	\$72
Cutthroat Island	\$62
Donkey Kong Country 2	\$64
EarthWorm Jim 2	\$64
Gargoyles	\$65
Godzilla:Destroy Monsters	\$58
Green Lantern	\$56
Incantation	\$49
Itchy & Scratchy	\$42
Izzy's Olympic Quest	\$52
Marvel Super Hero's	\$54
Mega Man 7	\$54
Mega Man X 3	\$56
Mission Impossible	\$56
Mutant Chronicles	\$59
Nosferatu	\$62
Ogre Battle	\$58
Oscar	\$49
Phantom 2040	\$54
Pocahontas	\$65
Popeye	\$52
Porky Pig:Haunted Holiday	\$59
Power Piggs	\$49
Radical Rex	\$54
Revolution X	\$66
SWAT Kats	\$52
Scooby Doo	\$59
Seventh Saga 2	\$62
Sink or Swim	\$49
Spawn	\$66
Speedy Gonzales	\$52
Spot Goes to Hollywood	\$59
Star Trek Deep Space 9	\$46
Super Drop Zone	\$62
Sylvester & Tweety	\$59
The Mask	\$59
Tom & Jerry: The Chase	\$56
Toy Story	\$72
True Lies	\$62
Warlock	\$56
Waterworld	\$56
Willy Wombat	\$58
Worms	\$59
Yoshi's Island/Super Mario	\$64





## Review PGA TOUR 96 EA Sports

It had taken smart club selection, every ounce of mouse-clicking skill I could muster, and a couple of mediocre shots on his part, but I'd managed to halve the first four holes with Tom Kite. That meant some really big bread and five skins were on the line for Hole 5. I knew I had him, and sure enough my next tee shot was a thing of beauty that landed just on the fringe of the green - this hole was mine.

Oh how wrong you can be.

I watched dejectedly from four camera angles (tee, aerial, ball in flight, and reverse from the pin) as Kite's tee shot traveled straight to the cup, clanged off the flag, and came to rest just twenty-six inches away. In short order I missed my short chip while he calmly tapped in for a two stroke birdie.

Oh well, such is the nature of the Skins Game. I vowed to return again some day, and began testing my prowess in other areas. First a round at Spyglass Hill, the front nine of TCP at Avenal, then finally a three hole shootout with Bruce Lietzke, Chip Beck and Fuzzy Zoeller. Here, the player with the highest score at each hole is eliminated. Zoeller went out after one, Beck after two...then it was just Lietzke and me.

As fate would have it we tied on the final hole, which brought up a single shot "closest to

the pin" contest to decide it all. He floated one to within eight feet, but I did him one better at seven. At last, victory - wondrous to be sure, much like the authentic and overflowing package of digital golfing delights that is *Electronic Arts' PGA Tour 96*.

From narrated aerial fly-bys to astute yet appropriately under-the-breath commentary, multiple playing modes, intelligent galleries with several levels of reactions, and replays that show it all from every angle, **PGA 96** has a little of everything. Yet golfing comes down to the swing, nothing more and nothing less, and this is where **PGA 96** really breathes fresh life into the computer golfing experience. Simply, it just doesn't get more real.

Starting with the elimination of the traditional "dashboard" and providing an almost transparent interface, *EA* has streamlined the look while only adding to the depth. That familiar swing meter is still there only now it encircles the golfer's body (just like the path of the upcoming swing), and includes a third element, something *EA* calls the Waggle Bar. This means a third mouse click at the beginning of the swing process, the timing of which determines if the player has topped or undercut the ball. The Waggle is an extremely cool innovation that increases the need for total concentration, and mastery over it (sometimes you may *want* to undercut the ball) takes both experience and skill.

Other swing screen visuals include those four stunning camera angles mentioned earlier, a toggleable grid, and fourteen photo realistic pros who move about and blend exceedingly well with the animated scenery (and yes, Lietzke does strike that unusual yet familiar putting stance when on the green).

Standard information such as ball lie, pin distance, and number of strokes are displayed in a highly polished "TV" style, and advanced ball control includes draws, fades and even backspin, imparted in customized degrees. Blatant cheaters and those who need a little help with their game will appreciate the "Targeting Arc System," a little graphic prognosticator that lets you check out the projected flight path *before* you make the shot.

As for the courses themselves, well, they're not quite as lush as those of **Links** (and waterways do tend to resemble bottomless chasms at first), but they're very close and perhaps lend an even greater sense of depth and elevation. *EA* is working diligently to perfect the 3D look in all its sports titles, and in **PGA 96**, it's certainly no mystery as to the height of a given hill or why you just hit that tree. Narrated video tours and authentic audio such as ship horns, gulls and breakers crashing against the shore at California's Spyglass Hill are also part of the package, and *EA* says the pair of included courses are just the beginning.

Statistic nerds will enjoy the game's thorough post round analysis, featuring key information such as average driving distance, driving accuracy, par breakers, greens in regulation and Tournament victories (something I haven't yet needed to monitor). Sadly, shots affected by programming bugs don't show up in the summary, and **PGA 96** is not free and clear of such annoyances.

During many long hours of testing, the game twice froze a shot in mid-air, then asked me if I'd like to rehit or drop, just like I'd hit into a hazard. Needless to say, my temper flared and I began squashing small bits of machinery. Fortunately, the game does provide a quick save feature that should be utilized in anticipation of such frustrating but seemingly non-fatal emergencies.

The rare bug notwithstanding, **PGA Tour 96** sports all the traits of a winning simulation. It is graphically accurate, compelling, exciting and full of gameplay options. Stepping onto the 18th green tied with Peter Jacobsen, only to hear the commentator utter, "This, for the birdie, to end at four under," and knowing that if every facet of the complex swing process is exactly right, it *will* go in, is stupefyingly realistic.

Simply, it outlinks **Links** and should be considered mandatory equipment for any computer golfer.

Gordon Goble



## Review NHL Hockey 96 EA Sports

*Electronic Arts' NHL Hockey* has been around for a few years now, and it's proven time and again to be just about the best thing going in PC hockey. Actually, until recently, it's been about the *only* thing going in PC hockey. But that has changed and in keeping with the times, *EA*





D. W. BRADLEY'S

# CYBERMAGE™

## DARKLIGHT AWAKENING

SVGA  
GRAPHICS



14 KILLER WEAPONS,  
8 DEVASTATING SUPERPOWERS



FIGHT  
ALONG-  
SIDE  
YOUR  
ALLIES

PILOT AIR-CARS,  
DRIVE TANKS OR  
VENTURE ON FOOT

A FANTASTIC COMIC BOOK  
ADVENTURE BY D. W. BRADLEY  
OF WIZARDRY™ FAME.

EDEN  
MATRIX  
PRESS

READ THE CYBERMAGE COMIC BOOK FROM THE EDEN  
MATRIX PRESS. FIRST ISSUE INCLUDED WITH THE GAME!

CHECK OUT THE DEMO AT ORIGIN'S WORLDWIDE WEB SITE.

[HTTP://WWW.EA.COM/ORIGIN.HTML](http://www.ea.com/origin.html)

ORIGIN IS AN ELECTRONIC ARTS COMPANY • 5918 WEST COURTYARD DRIVE • AUSTIN, TX 78730  
© 1995, ORIGIN SYSTEMS, INC. CYBERMAGE AND DARKLIGHT AWAKENING ARE TRADEMARKS OF ORIGIN SYSTEMS, INC. ORIGIN IS A REGISTERED TRADEMARK OF  
ORIGIN SYSTEMS, INC. ELECTRONIC ARTS IS A REGISTERED TRADEMARK OF ELECTRONIC ARTS. WIZARDRY IS A TRADEMARK OF SRI TECH SOFTWARE, INC.  
EDEN MATRIX PRESS IS A TRADEMARK OF ADHESIVE MEDIA, INC.

Reader Service No. 105

MATURE  
M  
AGES 17+

ORIGIN



# If you could feel what they feel....

The crush of helmets, the thud of pads,  
the smooth silk of the ball as it settles  
into your waiting hands. The grass  
falling away behind you as you run.

The sheer joy of playing the best game in the whole world.

## UNNECESSARY ROUGHNESS 96™



Take on the best of the NFL! All-new player animations and realism are your ticket to true NFL football competition - a quantum leap over its predecessors!

CHANGE POSITION


FILES

QUIT

Player No.

Chicago Bears

NFL



POINTS SCORED

POINTS ALLOWED

PASS ATTEMPTS

COMPLETIONS

PERCENT COMPLETE

PASSING YARDS

0

0

0

0

0%

0

AVG YARDS PER PASS

RUSHES

RUSHING YARDS

AVG YARDS PER CARRY

TOTAL PLAYS

TOTAL YARDS

0.0

0

0

0.0

0

0

TIME OF POSSESSION

FIRST DOWNS

3RD DOWN CONVERSION

YARDS LOST

SACKS

TOTAL SALARY

0:00

0

0

0

0

36,895k

Pos. #	Name	Spd.	Acc.	Ag.	Ind.	Str.	End.	Int.	Dis.	Det.	Hgt.	Wgt.	Yrs.	Sal.
QB 12	Warner,Erik	54	80	69	62	55	75	71	76	0	6' 0"	190	6	790k
QB 4	Walsh,Steve	56	61	67	60	53	62	72	67	0	6' 3"	209	7	768k
QB 9	Matthews,Shane	55	70	55	64	53	38	66	65	0	6' 3"	196	3	621k
QB 27	Tillman,Lewis	87	76	72	60	60	61	72	67	0	5' 10"	225	7	845k
RB 38	Worley,Tim	81	81	63	52	62	61	46	51	0	6' 2"	228	6	723k
RB 57	Saleam,Rashean	59	52	66	55	66	73	73	57	0	6' 2"	231	8	799k
RB 33	Hoge,Merrill	74	6	63	71	73	70	69	63	0	6' 2"	230	9	904k
RB 31	Johnson,Anthony	69	76	62	56	68	81	53	74	0	6' 0"	222	6	815k
RB 1	Cobb,Trevon	50	58	63	51	66	44	75	72	0	6' 1"	195	14	950k
RB 60	Thompson,Darrell	66	61	70	61	71	77	49	60	0	6' 1"	257	7	766k
RB 29	Marais,Raymond	68	66	56	60	60	64	57	54	0	6' 0"	225	1	588k
RB 30	Carter,Antonio	63	50	61	46	54	62	32	62	0	5' 11"	216	1	530k
WR 83	Timpson,Mike	92	84	71	90	63	61	63	65	0	5' 10"	175	7	892k
WR 80	Longway,Curtis	84	74	79	79	53	67	62	46	0	6' 0"	195	3	719k
WR 61	Graham,Jeff	84	72	64	70	41	76	59	69	0	6' 2"	196	5	758k
WR 88	McMurtrey,Greg	79	74	53	69	66	66	65	57	0	6' 2"	210	6	778k
WR 82	Palms,Jeff	61	81	69	84	68	63	69	59	0	5' 9"	175	11	934k

If you really want to take charge, the expanded General Manager and stats options put all the excitement and strategy right at your fingertips!





Just when you need to jam it over the line or flatten a tackler, the new "Oomph" button delivers!



Go into action with 30 NFL teams and more than 1300 NFL stars. Unnecessary Roughness '96 has it all!



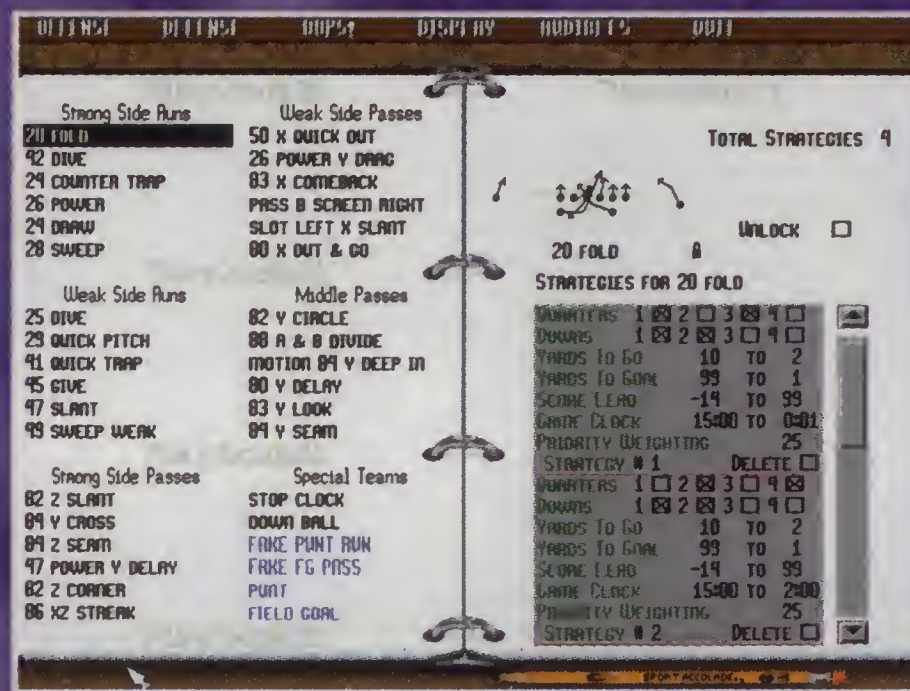
Develop a devastating offense and a smothering defense with the most complete set of play design tools.



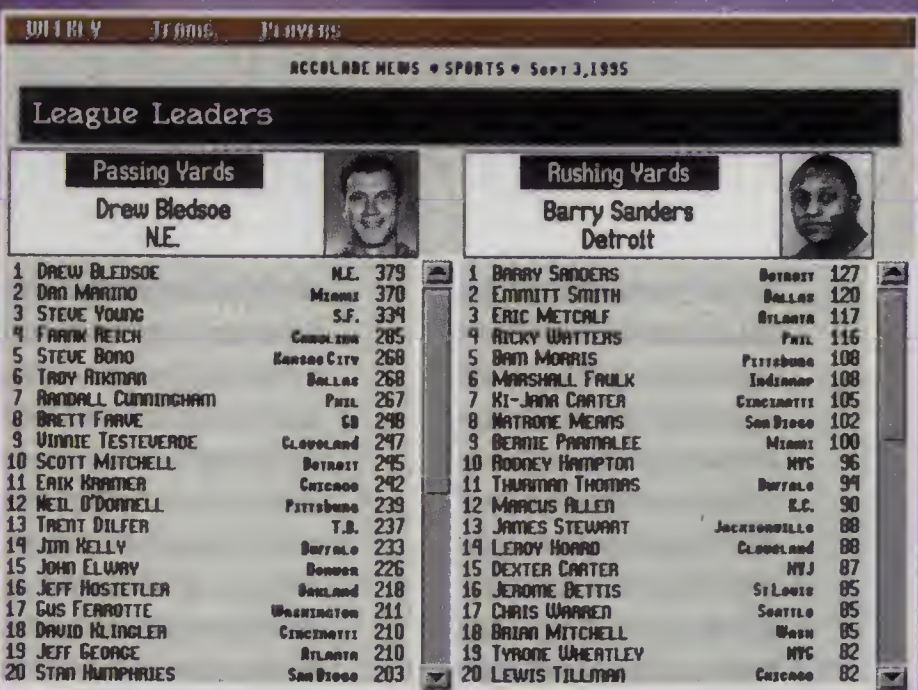
Enjoy the fast-action automatic pass reception, or keep your opponent on his toes with the real-time "Pro" passing mode.



See every play up close and personal - back angles, reverse angles, side angles, even helmet cameras!



Set up your game plan; even add audibles! Test your plays against any kind of lineup. You're in control, right down to the nitty gritty!



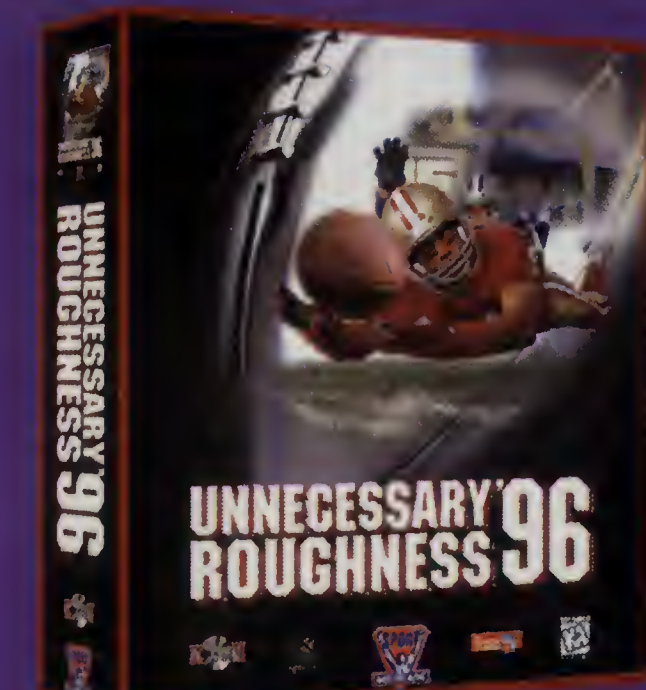
Check out the game summaries and look over stats during season play. Over 100 different stats and ratings!



With:  
• new player animations  
• league-leading stats  
• expanded plays  
• General Manager options  
Unnecessary Roughness '96 delivers the ultimate in hard-hitting football action!



The replays are almost as much fun as the plays themselves! See action on-screen like never before with unlimited camera angles!







has made a bold move, drastically altering both the look and feel of their winning product for its latest incarnation, **NHL Hockey 96**.

It's become slick, glossy, and 3D. The action is closer, the players are bigger, and it's got all the trappings of a television broadcast. With this incredible new look, **NHL 96** immerses the gamer in a TV hockey experience like never before, and surely will contend for top sports game of the year.

But has it become a better game - a more compelling pastime? Will owners of **NHL 95** want to scramble to their local software shop? Those are good questions, so we'll leave the dazzling extraneous stuff for later and check out the meat of **NHL 96** first.

Despite a few quirks that will test the patience of hardened veterans, **NHL Hockey** has always provided the most realistic play of any computer hockey game, and that much has not changed. For the most part, players act with intelligence - moving to the open zone when looking for a breaking pass or covering for out of position teammates on defense. The quick guys are jet propelled, the hard rocks bulldoze opponents, and strong checkers will separate player from puck with aplomb.

In the new game, there's a stronger sense of team positional play throughout, as units shift into a "box" formation while killing penalties, to the points and slot when on a power play, and seize opportunities faster than before. Goal and shot totals show a newfound attention to realism, passes directed on net now rate a shot on goal (!), and players should be manipulated so they release a blast on their forehand side 'cause the backhand is that much weaker. Joystick users take note: There's some pretty nifty trick moves that require a gamepad for proper execution.

Yet, impressive as all this is, some of the finicky little nuances that kept **NHL 95** from being a five star simulation are still kicking around in the new product. Computer goalies that hold the puck for a whistle without encroachment from opposition players, power play units that suddenly get an attack of the stupids (losing faceoffs, misguiding passes, etc.) when they



should dominate the play, breakaways that are far too plentiful while being almost always unsuccessful, and OT goals that are much too easy to come by - this sort of stuff just doesn't accurately reflect the real thing.

In addition, seemingly positive graphical alterations such as larger textured players and bigger pucks mean you can forget some of those real cute maneuvers (in front of the enemy net, for example) that hit paydirt in the past. **NHL 96** is definitely a more general kind of thing, rewarding tic-tac-toe passing plays and heavy blasts over subtle dekes and shot placement. A pinpoint feed to the slot, an almost indiscernible flurry of arms and legs, and the puck is instantaneously directed into the net. It's exciting to be sure and should be rewarded, but I found I was wishing for a happy merger between the two approaches.

That said, **NHL 96** is a whole new experience, filled to the rim with on ice features that'll have you shaking your head and saying, "Whoa, is it real or is it a simulation?"

Gamers are treated to a taste of what's in store even before the puck is dropped, when a floating camera spirals and descends from the dizzying rafters to ice level while the national anthem is sung. No less than eleven cameras are available during the game, and from Press Cam to Head Cam to standard End Zone and a reverse ice view of each one, it's a grand visual achievement.

Players have logos on the front of their uniforms, numbers on their backs, and shadows and reflections under them. Rink boards are dotted with advertising, the ice surface with team logos, and rinkside Plexiglas slightly cloudy for that extra dash of realism. Arena audio, from slapshots that reverberate off the end boards to echoing crowd roars, cat calls, music, the chants of peanut vendors, and a PA announcer who mentions players by name only adds to the excitement.

Fighting, a part of the *National Hockey League* some governors like to pretend doesn't exist, is here in all its glory, goalies are mobile and may be manually controlled, and the ice condition actually deteriorates with time (luckily, a Zamboni cleans the surface between periods). If this sounds like one of the most authentic recreations in sports game history, it is.

**NHL 96** forays may be conducted in a surprisingly clean low res 320x 200 mode or a sparkling high res 640x480, depending on CPU speed. I found the high resolution frame rate to be acceptable only after having switched various graphic options off, and that's with a Pentium 90, so you'll want a very fast machine indeed for full effect.

Off the ice and in the front office, GMs and coaches have a huge team and player statistical database from which to work. Whereas **NHL 95** ranked just the top players in a given category, **NHL 96** rates them all, from first to last in every conceivable classification, then throws in point-and-click interfaces to make the job even more enjoyable. Inventive minds may well want to create their own player as a free agent, add him to a roster, then use the "Compare" feature to size up his abilities with any other player in the league.

VCR-type replays feature multiple camera angles, slow motion, zoom, and even long filename saves, while the **NHL 96** User Log traces every moment a given human has played the game, his cumulative stats and all-time record. Player photos, stock footage and a pack of DonRuss hockey cards completes a very thor-



ough and professional package.

For compu-hockey nuts, there's never been anything quite like it. While seasoned veterans may find a few questionable programming calls and there is the odd idiosyncrasy (I had two icings that weren't and a puck-carrying computer controlled player that stood still for ten seconds in front of my net), **NHL Hockey 96** represents another giant leap forward for this already fine product.

**Gordon Goble**



## Review FIFA Soccer 96 EA Sports

They're at it again. Those sports maniacs at *Electronic Arts*, unsatisfied with tackling basketball, hockey, golf, football, rugby, *ad infinitum*, have seen fit to take some of the stuff they've learned and apply it to soccer, too. And yes, **FIFA 96 Soccer** does pretty much for this sport what **NHL 96** is doing for PC hockey, namely make it better.

This is one feature-packed program. From a bevy of gameplay options to a host of managerial, coaching and team strategy decisions, it'll take some time to actually get to the pitch, but it is time well spent. First up: who's gonna play?

EA has scanned the globe and digitally duplicated hundreds of teams from which to choose. Select Manchester United and kick off







against any one of 21 other teams from the English First Division. Choose AC Milano and duke it out with 17 Italian League teams. Sixty international FIFA (Federation Internationale de Football Association) sides are also offered, as are a half dozen from the USA League, making for representation from a total of twelve international leagues.

What? You say that's not enough? Alrighty then, how about a Dream Team for those lacking confidence in their ability. There's 3800 real-life players available (Brazil's Romario isn't a bad choice), each sporting their corresponding strengths and weaknesses. Simply load up the ones you want and kick butt, so to speak.

But wait, you're not out on the grass yet. First you've got to decide what form the game will take. Will it be a one-off "friendly," part of a league schedule, a tournament, or playoff? Absolute beginners will certainly benefit from the practice mode, where a given aspect of one's game (corner kicks or free kicks, for example) can be perfected. A simple, button-based interface makes this entire selection process quite a bit less complicated than it sounds.

Then, just when you thought it was safe to play a little "football," there's more preparation. Pick a skill level, choose the infractions to be whistled down, set the resolution (crystal clear SVGA vs. the polygon-filled screen of VGA). Then decide what levels of graphic detail you'll want – from player's shadows to grass texture, it's all just a matter of CPU speed.

Once on the turf, **FIFA 96** begins to bear an uncanny resemblance to **NHL 96**. Multiple camera angles take you from the end zone to field level, from the press box to the "ball cam." There's six in all, and these will be reflected in the replays as well, which are automatic and saveable. The view? Well, from any angle, player movements are consistent and very three dimensional, the surroundings are gorgeous and frame rate excellent considering the depth of detail available, even in high res on a suddenly lowly 486-66.

As in most good sports sims these days, control is exerted over a single player at a time, that player becoming highlighted (the ball carrier on offense, the nearest to the ball on defense), while clicking Button 1 will shift control to another player.

As in the real world, basic actions such as passing and shooting are quick to pick up, but difficult to master. But with practice, one will be displaying some very interesting little maneuvers such as a lob, drop pass, bicycle kick, or quick relay forward when with the ball, or an elbow here and a tackle there when guarding. Pre-determined "set" plays may be called upon during corner kicks and throw-ins, while user designed team formations and strategies (like an NFL playbook) may be implemented before or during each game. Goaltenders are human or program controlled, yet another user preference.

Game play-by-play, culled from a huge assortment of 18,000 phrases delivered by commentator John Motson is, like **EA's Rugby World Cup**, player specific and usually right on the money. Musical accompaniment, if desired, is varied and reflects the global appeal of the sport, while sound effects like whistles and crowd roar aren't quite as wonderful when heard through the average sound board.

A recent review I performed on **EA's World Cup Rugby** gave me a new-found appreciation for that sport which real life televised games simply hadn't been able to do. The copy of **FIFA 96 Soccer** has taken me again down that very same road.

Gordon Goble

# Make Your Descent to a higher level.



Game Runner!™ works with Descent and hundreds of other games to let you move faster, react quicker and, yes, occasionally cheat. Call 800-354-3222 or your dealer for details.

©1995 Quarterdeck Corporation, 150 Pico Boulevard, Santa Monica, CA 90405, <http://www.qdeck.com/>. All rights reserved. Quarterdeck is a registered trademark and Game Runner! is a trademark of Quarterdeck Corporation. All other trademarks are properties of their respective owners.

**Quarterdeck**

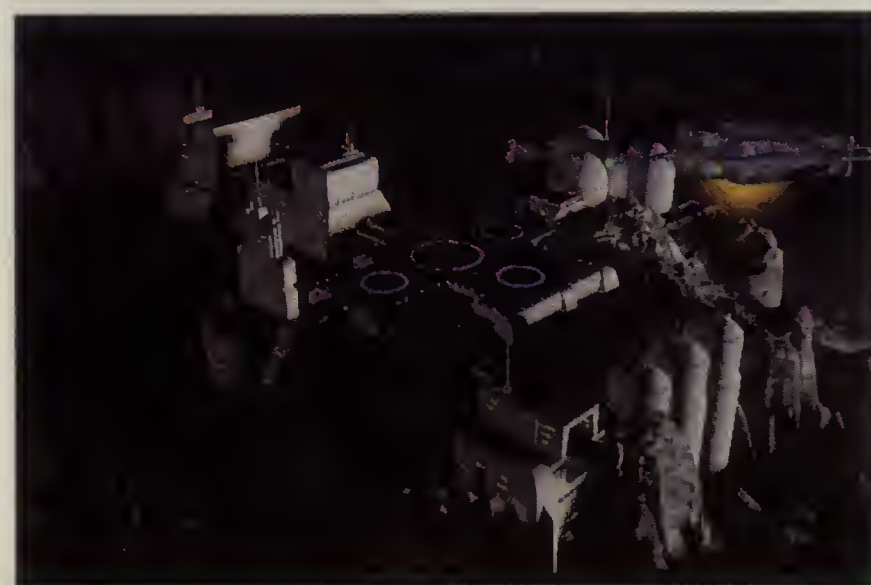




The Raven Project



The Beast Within



Metal Storm



Druid: Daemons of the Mind



Wizardry Gold

from page 25

underground temple while avoiding a number of nasty beasts along the way.

### The Raven Project

Cryo are currently also finishing up this space game that features gameplay for every science fiction fan. You have pre-rendered shoot-ups, **TIE Fighter** style combat and tons of amazing looking animation.

### Dark Earth Universe

*Mindscape* are creating this original world in-house. It's a fully realized world, a la *SSI's World of Aden*, and will serve as the basis for a series of adventure, strategy and action games.

### Predator

Cryo is working on adapting the *Dark Horse Comics* version of this movie for an adventure game that will no doubt look a lot like their *Aliens* game.

### Star Trader

This is the first strategy game from a new company called *Cool Hand Interactive*, founded by Doug Mogica formerly of *Three-Sixty*. This game was described to us as **Master of Orion** crossed with *Dune 2*.

### Ocean Worms

It's the squirmy version of *Lemmings* or *Cannon Fodder*. Up to 16 people can play at a time blowing each other up with their heavily armed worms. Add your own speech to your worms. Modify your worms. Dig some worms up out of your backyard and smear them all over your computer. Nothing's stopping you. Go ahead. Do it. Yeah.

### Iron Angel

In a "Blade Runner" future everything will look like, well, Blade Runner. **Iron Angel** is a blast-a-thon featuring crafts so advanced that they're impervious to long-range weaponry. What does this mean? Close quarter dogfighting. Yippee!

### Sea Legends

Don't you wish there were more games with 3D ship-to-ship battles? If you said, "Well, maybe" then lo and behold, here's your game. Become a pirate who'll amass wealth while trying to find out the meaning of life. Fight with swords. Fight with ships. Visit ports. Trade things. Does it get any better than this?

### Space Runner

Blow things up in space with this self described cross between **Magic Carpet** and **Wing Commander**. Control a highly advanced craft over a well rendered terrain as you try to discover just what the hell is going on with the Lynx Corporation.

### Origin

### Wing Commander IV

Check out the preview on page 30 for more on this epic.

### CyberMage: Darklight Awakening

The first-person comic book action/adventure from **Wizardry** mastermind D.W. Bradley is moving right along and should be out for the holidays. Also previewed this issue.

### The Darkening

The stars came out for this one, as this game stars Christopher Walken, Clive Owen, Jurgen Prochnow, John Hurt, Amanda Pays, Brian Blessed, David Warner, David McCallum and Mathilda May. Regular readers have already read

a pair of articles about the making of this game. More when it becomes available.

### AH-64D Longbow

Andy Hollis' Apache simulator won't be out in time for 1995, but those who get a gift certificate may want to hold on to it when this ships in early 1996. A Windows 95 version will be released in '96 as well, and Hollis grinned when asked if it would have any "special" features.

### Sci

### Kingdom O' Magic

Point-and-click your way to page 38.

### Gender Wars

Also previewed this issue. Page 54, to be exact.

### XS: Shield Up - Fight Back!

Enter arenas with 1-4 players (computer or human controlled) in this first-person fighting game. Motion capture gives the polygon-based characters realistic motion, and 20 arenas and 60 opponents could give the game long-term play value.

### Sierra



### The Beast Within

Packed on five, count 'em, five CDs is Jane Jensen's follow-up to **Gabriel Knight**. **The Beast Within** takes Gabe into Germany where he tracks King Ludwig of Bavaria, Wagner's last opera, and the mysterious "Black Wolf." After tackling haunted houses in **Phantasmagoria**, Sierra have now decided to take a spin down werewolf lane. With Jensen's skill at storytelling, it should be as good as the previews make it look.

### Police Quest: SWAT

Join the Special Weapons and Tactical Forces (wouldn't this really make the proper acronym SWTF?) in Darryl Gates' latest design. Learn to use the MP5 and AR15 rifles, tear gases, stun grenades, and a sight fitted Robar 308 (useful for sniping, or traffic control).

### Torin's Passage

This Al Lowe adventure for kids and adults alike features more of Sierra's stunning cartoon animation. Torin's parents have been kidnapped and are being held by a witch. This adventure will be Torin's right of passage into adulthood. Featuring the music of movie soundtrack composer Michel Legrand.

### Lost in Town

Yes! More weirdness from *Coktel Vision*, the genius' who brought us **The Last Dynasty**. This "thriller" is an all video adventure that claims to "use innovative technology: the game is developed entirely from filmed sequences." Wow! Next thing you know they'll be using *Silicon Graphics Workstations* to do cut scenes.

### A-10 Tank Killer 2

Pilot the ugliest plane on the planet over thoroughly impressive SVGA terrain. An on-board training and video tactical instructions provide that multimedia splash for the marketing folks.

### EarthSiege 2: Skyforce

The sequel to **EarthSiege** (still the most challenging Mech sim) features new high-resolution graphics and new air-based robotic combat. During the course of the



game you'll need to salvage equipment from your foes in order to research new technology.

### **Metal Storm**

This game set in the **EarthSiege** universe is a Windows '95 turn-based strategy game that will allow you to join one of six political factions, form alliances, or become a rogue HERC and fight out battles. The game features some role-playing elements such as character development, energy management and weapons configuration. The graphics look absolutely stunning, a la **Outpost**.

### **Space Buck\$**

This one too. Windows is the home of this spacey trading game, with 3D animation, random galaxies, dozens of races, and multiple difficulty levels. Previewed last month.

### **Front Page Sports: Baseball '96**

An evolution of the original insta-classic, look for updated stats, an improved stat-model, faster simulation of games (yeah!), better graphics, and the usual batch of improvements each **Football** game has shown. Which brings us to our next game...

### **Front Page Sports: Football '96**

Those graphics are looking mighty realistic in the latest version of this critically acclaimed series. Detailed stats and the NFL Players endorsement (alas still no NFL teams) complement the 10,000 plays and 8,000 frames of animation that go into this one.

### **Sir-tech**



### **Wizardry Gold**

In case all gamers had forgotten, the **Wizardry** series are the most beloved role-playing games in the world. Oh, many would make an argument for **Ultima**, and the point is arguable and about as interesting as a Mac vs. PC debate. Anyway, *Sir-tech* doesn't want people to forget, as they've revamped D.W. Bradley's **Wizardry VII: Crusaders of the Dark Savant**, converted it to Windows 95, NT, 3.1, and the Macintosh, redone all of the graphics, developed a new soundtrack and sound effects, given it full voice, drawn up some new animations, given it normal saves using Windows dialog boxes, added a new interface that takes more advantage of the mouse (but doesn't do away with keyboard control) and added Windows help that includes all of the maps and hints for completing this enormous game. To make things even better, there will be a multimedia presentation of various **Wizardry** mementos, a screen saver, wallpaper and sound effects for Windows. This is all in preparation for the next **Wizardry** installment, which probably won't see the light of day until late '96 at the earliest.

### **Druid: Daemons of the Mind**

With a design predominantly by long-time *Sir-tech* employee and *Wired* pin-up Brenda Garno, **Druid** is nearing completion and looking extremely sharp. An entry level game that will also serve as a lead-in to the more detailed **Realms of Arkania** and **Wizardry** games, **Druid** may very well be one of the titles that keeps the CRPG alive. In the game, you are a descendent of the Druids and one day travel to their world. Once there, you meet the last of their kind and they tell you of a missing brother. You set out in pursuit of him and along the way save the fate of the Druids.

### **Realms of Arkania: Shadows**

#### **Over Riva**

The Salamander Stone reunited the elves and dwarves and bound them together to defeat the Orcs. You must find out the cause of the war by traveling to the town of Riva. It's there that you discover a race of half-elves called the Holberks who may be the catalysts of the war, but only you can find out for sure. The graphics are greatly improved over previous installments of the series, with a smoother 3D engine. You can import characters from the previous games and the interface is slightly more intuitive. It will be out in early 1996.

### **Jagged Alliance Head to Head**

You wanted multi-player play, you got it. Network, modem or serial play aren't the only new things in this holiday treat. It will also include a scenario editor, additional weapons and mercenaries for hire, new graphics and more configurable settings.

### **Software 2000**

#### **Ocean Trader**

This is a strategy game that allows the player to develop a shipping company. Trade world stocks, negotiate with banks and insurance companies,

# Meet Your Doom faster.



**Game Runner!**™ works with **Doom**, **Doom II** and hundreds of other games to let you move faster, react quicker and, yes, occasionally cheat. Call 800-354-3222 or your dealer for details.

©1995 Quarterdeck Corporation, 150 Pico Boulevard, Santa Monica, CA 90405, <http://www.qdeck.com/>. All rights reserved. Quarterdeck is a registered trademark and Game Runner! is a trademark of Quarterdeck Corporation. All other trademarks are properties of their respective owners.

## Quarterdeck®





**Destruction Derby**



**Grand Prix II**



**Su-27 Flanker**



**Z**



**Toonstruck**

build your own ships and wed the widows of dead presidents.

### Space Marines

This action/strategy game puts the player in charge of a group of Space Marines, who are sent outside the solar system. Out there they discover the remains of the damage a robot army has done to the other worlds, and it'll be up to you to defeat them when they strike.

## Sony Interactive Entertainment

### Destruction Derby

This is the game that was making me consider buying a PlayStation – it's just immensely gratifying to run into other cars on a race track.

### WipeOut

Widely considered *the* first-generation PlayStation title, **WipeOut** will also be out for the PC later this year. Six tracks and a score by *Orbital*, *Leftfield* and *The Chemical Brothers* will likely be all PlayStation owners need, but it may be a bit slight for the PC.

### The Ring Cycle

The good news here is that this is a huge role-playing game with a fascinating premise and superb characters. The score is Wagnerian (i.e. bombastic beyond belief) and the world is huge. The bad news is that it's basically **Lords of Midnight** as an opera.

## Spectrum HoloByte

### Grand Prix II

This sequel to the well-received original (known on these shores as **World Circuit**) features new SVGA graphics, better texture mapping, and an improved car model. The game ships with 16 accurate tracks, modem and direct link play, and engine blow-outs and sand traps. It looks great, but lets hope that it doesn't fall prey to what the original did – it looked good, but didn't hold you interest for too long because the car model wasn't up to snuff.

### Grand Prix Manager

This Windows-based strategy companion for **World Circuit** allows the player to manage a Formula 1 team. This includes getting sponsors, negotiating driver contracts and engines, and controlling the actual races.

### Star Trek: Generations

This game will be out in '96 for Windows 95. There's an action aspect to the design coupled with plotting out the path of the ribbon from the movie.

## SSI

### Allied General

Crush the Nazis in SSI's sequel to **Panzer General**. The October *Strategy Plus* cover story, this game is looking quite good and will be a Windows 95 product. 35 scenarios, detailed graphics and authentic World War II footage should make this one of the holiday's better titles.

### Deathkeep

This was originally just a 3DO title, but it's now going to find a home in Windows 95. Battle through 25 dungeons while killing over 27 different monsters in this first-person action CRPG.

### Renegade: Return to Jacob's Star

The Renegade Legion takes you back to Jacob's

Star to take care of unfinished business in SSI's sequel to one of the most underrated games from last year. Vaporize the bad guys before they can re-establish their presence in the area. Due out early '96.

### Su-27 Flanker

Perhaps one of the most realistic flight simulators ever, this Russian-authored sim will make its first appearance for Windows 95 this fall, with an SVGA DOS version ready in early '96. Check out the preview in the August issue.

## Wargame Construction Set III: Age of Rifles

Norm Koger told us you about this last month, but suffice it to say that fans of **Tanks!** will find a lot to like in this latest hardcore wargame. It covers 1848-1905 and features dozens of scenarios covering America, Europe and China. Another one delayed 'til early next year.

## Virgin

### Heart of Darkness

The stunning game that received its world debut last ECTS has hit a bunch of development snags which have turned it into a mid-'96 product. Suffice it to say, it still looks stunning.

## Z

Blow up a lot of things in this action packed strategy game from England's *Bitmap Brothers*. Think of it as **Command & Conquer** without waiting for things to build and you've got an idea what kind of game they're going for here.

### Screamer

**Ridge Racer** for your PC. This arcade racer is stunning looking, with spectacular graphics running at speeds the PC isn't supposed to be able to do. There's an eight player mode over a network and support for the various steering wheel controllers.

### Toonstruck

This thoroughly impressive adult cartoon adventure features gorgeous hand-drawn cel animation and a live-action Christopher Lloyd. Another game that's slipped to '96, we should have an in-depth preview in an upcoming issue.

### Hyper 3D Pinball

Called **Tilt** in Europe (in the states they don't want to mix it up with the legendary movie), this is yet another gorgeous pinball game, which seem to be the rage nowadays.

### Mortal Coil

This first-person shoot 'em up promises to be different because the enemies feature VIBE, a Virtual Intelligence Behavior Environment, whereby they change their attacks automatically and will never attack the same way twice. We shall see.

### Command & Conquer 2

Designer Edward Del Castillo verified that work has started on this sequel, with SVGA graphics being the most obvious improvement. Look for a prequel to C&C as well.

## Xatrix

### Cyberia 2: Resurrection

With better graphics and more action, the sequel to **Cyberia** should be one of the holiday's highlights for fans of this sort of thing. Look at some of the art from the game on page 46. ♦



## The Actors: Brent Spiner

continued from page 47



It's just acting. With the *Star Trek* show and movies we were doing blue-screen work all of the time, and whether or not there's an actor standing next to you or a grip, it's up to the actor to adapt to the situation and just act. I haven't done one of the video shoots for a game, but with these interactive projects and their enormous scripts, I usually spend most of the time saying short responses. Things like, "I can't do that" with four different levels of anger.

*Do you play games at all?*

Not at all. I was a big **Pong** player, though [laughs]. I haven't even seen the **Star Trek** game, mostly because I have a Mac at home and also because I hate to look at my own work. I haven't even seen most of the *Next Generation* episodes because I just don't like to watch myself act.

*Did you do your Chronomaster part by yourself in the studio?*

No. Unlike **Star Trek**, Ron Perlman was in the studio at the same time I was and we were able to do some of our scenes together, which made it feel more like real acting, as we were able to play off of each other. Unfortunately, I missed Lolita [Davidovich]. I'd liked to have worked with her.

*What can you tell us about Milo?*

I really can't tell you too much about my character because I haven't seen the final game. They gave me a description of the character [in the script], showed me a picture of him and I took it from there.

*How long did it take to do your part?*

Four hours.

*Four hours? That's it?*

Yeah. The writing was really good, with clear characters and concise dialogue. That made it much easier for me. Also, they had the entire game designed when I got there. With **Star Trek**, I did my first vocal part and they called back a while later and asked if I could come in to do some additional work. I said fine, but when I got there they had another entire script. I almost died when I saw it [laughs].

*We often hear about how actors almost keel over when they see the scripts for these things.*

No kidding. The average two hour movie script is around 120 pages, while the script for **Chronomaster** was over 500.

*Would you be interested in doing something like this again?*

Oh yeah, it just depends on the project and its timing. I'm certainly available to do anything. I'm just getting back into acting with people right now in a movie called *Independence Day*, a disaster picture directed by Roland Emmerich, who did *Stargate*. I think it's going to be a lot of fun. ♦

# Let your Wing Commander take off.



Game Runner!™ works with Wing Commander and hundreds of other games to let you move faster, react quicker and, yes, occasionally cheat. Call 800-354-3222 or your dealer for details.

©1995 Quarterdeck Corporation, 150 Pico Boulevard, Santa Monica, CA 90405. <http://www.qdeck.com/>. All rights reserved. Quarterdeck is a registered trademark and Game Runner! is a trademark of Quarterdeck Corporation. All other trademarks are properties of their respective owners.

## Quarterdeck®



# CHIPS & BITS INC.

PO BOX 234 DEPT 10496  
ROCHESTER, VT 05767  
INT'L 802-767-3033 FAX 802-767-3382

\*OVERNIGHT SHIPPING in US \$4 per order. Mail to Canada, PR, HI, AK, APO, FPO \$4 per order. Worldwide airmail \$6 per item. Handling \$2 per shipment. Hardware orders may require additional shipping charges. Visa, MC and Discover accepted.



'GREY WOLF' is commissioned for service, and you have been selected to captain the ship! Your mission is to patrol the Atlantic and accomplish the impossible. Stop the convoys, avoid the destroyers, frigates, depth charges, and the big guns from the battle-ships. **CD \$26**



'TOWER' As a tower controller, you handle realistic aircraft takeoffs and landings, as well as aircraft ground movements through a 360° degree panable out-the-window view. Based on FAA and Transport Canada training simulation software, Tower takes you into a world of authority and responsibility. **CD \$44**



'ADVANCED CIVILIZATION' You start at the dawn of history and lead your society through the mists of time to the age of the civilized state (8000 B.C. to 250 B.C.). The object is to gain an overall advancement in which cultural, economic, and political factors are paramount. Up to 8 players can play on line using simultaneous movement. **CD \$34**



'WORLD CIRCUIT RACING: GRAND PRIX 2' Fend off challengers at Monaco or blast down the straightaway at Monza! Real tracks, real teams, real cars, real sponsors all in breathtaking, lifelike graphics. **CD \$41**



'FORMULA T2 DRIVING CONTROLS' New Ford Mustang style steering wheel with a padded soft rubber grip, improved shifter with increased travel for a more realistic feel, real gas and brake pedals on an improved floor base are just a couple of features that will keep you moving. **\$108**



'INDY CAR RACING 2' This new, officially licensed racing simulation will be the most realistic Indy Car simulator ever developed for the micro-computer. Featuring innovative, real time, 3D texture mapped scenery, and realistic physics models. **CD \$48**

## IBM HARDWARE

### CD ROM HARDWARE

Diamond 4000 MM Kit	\$475
Digital Edge 3x Int	\$699
Mitsumi Quad Speed	\$215
NEC 4XE Multispin Ext	\$489
NEC Multispin 6xi	\$479
Plextor 4 Plex 4x Int	\$329
Plextor 6 Plex 6x Int	\$479
Sound Blaster 3Xi Omni	\$299
SBLster Performance 4x	\$229
Sound Blaster Value 4x	\$229

## IBM HARDWARE

### AUDIO HARDWARE

AdLib Sound Card	\$29
Adlib Gold Sound Card	\$69
Adv Gravis U-snd ACE	\$79
Altec ACS 53 Speakers	\$139
Audiophile Ref 30A Spkr	\$189
Audiophile SW 20A Swfr	\$139
EZ Sound	\$10
Game Zapper	\$47
GameWave 32 Plus ISA	\$139
GmeWave 32 Pro SCSI	\$239
GameWave 32 Studio	\$319
Jazz J-306 Speakers	\$32
Jazz J-511 Speakers	\$58
Koss HD 50 Speakers	\$32
Labtec CS-1400 Spkrs	\$99
PC Symphony	\$29
Phone Blaster	\$189
Pro Audio Spectrum Pls	\$89
S Blaster 16 MCD-ASP	\$172
Sound Blaster 16 MCD	\$138
Sound Blaster 16 Value	\$95
SB 32 AWE Value Ed	\$159
Sound Blaster 32 IDE	\$179
Snd Blaster Ed CD 16	\$399
Snd Blaster Pro Value	\$74
Sound Blaster Value	\$57
Snd Galaxy BX2 w/Spkr	\$29
Snd Galaxy NX2 w/Spkr	\$49
Snd Glxy NXPRO 16MM	\$299
Snd Glxy NXP 16SCSI	\$139
Snd Glaxy NXP MM Kit	\$199
Sound Man Wave	\$119
Snd Scape 16 Bit Wtble	\$149
SoundDrive 16 EZ ISA	\$109
SoundDrive 16 SCSI	\$139
Turtle Beach Tropez Crd	\$219
Yamaha SBS 300 Spkrs	\$88

## IBM HARDWARE

### CONTROLLERS

American Laser Gun	\$43
Batter Up: Vrtl BsB f' PC	\$52
CH F-16 Combatstick	\$58
CH F-16 Fighterstick	\$75
CH F-16 Flightstick	\$36
CH Flight Stick	\$28
CH Flight Stick Pro	\$48
CH Game Card 3 Auto	\$25
CH Mach 3 Joystick	\$25
CH Pedals	\$41
CH Pro Pedals	\$74
CH Pro Throttle	\$75
CH Throttle	\$60
CH Trackball Pro	\$75
CH Virtual Pilot Pro	\$69
Cyberman	\$46
Dolphin Virtual Helm	\$139
Flight Control Stand	\$18
Game View	\$99
Gravis Analog Joystick	\$24
Grvs Analog Pro&Dscnt	\$36
Gravis Analog Pro	\$25
Gravis Firebird	\$58
Gravis Grip Controller	\$29
Gravis PC Game Pad	\$19
Gravis Game Pad&Dscnt	\$27
Gravis Phoenix&Descent	\$83
Gravis Phoenix&Descent	\$83
Head-to-Head Cable	\$24
Jet Stick	\$24
Joystick Extension Cable	\$9
Joystick Y-Cable	\$9
Joyswitch	\$38
Logitech WingMan	\$26
Logitech WngMn Extrme	\$45
Maxx Cobra Flightstick	\$39
Maxx Control Yoke	\$44

## IBM HARDWARE

### CONTROLLERS

Logitech WngMn Extrme	\$45
Maxx Cobra Flightstick	\$39
Maxx Control Yoke	\$44
MS Natural Keyboard	\$91
MS Sidewinder Joystick	\$62
Notebook Gameport	\$42
PC Virtual Golf Club	\$119
Spaceball Avenger Ctrlr	\$99
Suncom Eagle Joystick	\$118
Suncom Hawk Joystick	\$39
Suncom Raptor Joystick	\$50
Suncom Talon Joystick	\$75
Suncom SFX & Shrware	\$25
Tmaster DCS Form T1	\$108
Tmaster DCS Form T2	\$108
Thrustmaster F16 TQS	\$108
Thrustmaster FCS Pro	\$99
Thrstmaster FLC (F16)	\$108
Tmaster FLCS Limited	\$500
Tmaster Flight Ctrl MK2	\$59
Thrstmaster Game Card	\$25
TM MK2 & Navy Fighter	\$64
Thrstmster Golf System	\$559
Thrstmstr Rudder Systm	\$98
Thrstmaster Weapn Syst	\$89
Thrstmstr XL Action Ctrl	\$24
Tmaster XLC J-stick Bun	\$44
Total Ctrl Virtual Cntroller	\$29
VFX 1 VR Headgear	\$949
<b>VIDEO HARDWARE</b>	
Stealth 64 2Mb D Ram	\$201
Stealth 64 2Mb V Ram	\$309
Stealth 64 4Mb V Ram	\$469
Vivid 3D Plus Sound	\$72
Vivid 3D Pro	\$105
Vivid 3D Studio	\$105
Velocity 64 Accellorator	\$399

## IBM ACTION

1001 Nights of Doom CD	\$19
4x Frenzy CD	\$48
Crusader CD	\$48
DI!Zone 1 or 2 CD	\$24
Death Day CD	\$14
Doom 2 CD	\$45
Doom 2 WIN 95 CD	\$45
Doom 2 CD	\$43
Doom Accessory Pck CD	\$19
Doom Ware 1 CD	\$25
Duke Nukem 3D	\$35
Duke Nukem 3D CD	\$39
Hexen or CD (Heretic 2)	\$49
Hurl CD	\$26
Magic Carpet 2 CD	\$44
Magic Carpet Worlds CD	\$22
Magic Carpet Plus CD	\$43
Maximum Roadkill CD	\$34
Nerves of Steel CD	\$22
Pressure Drop CD	\$28
Quarantine CD	\$25
Rise of the Triad CD	\$37
Rise of the Triad	\$28
Road Warrior CD	\$30
Ruins CD	\$44
Shadow Warrior CD	\$44
Skull Cracker CD	\$41
Space Hulk 2 CD	\$40
Star Trek Generations CD	\$41
System Shock CD	\$47
Tek War CD	\$46
Tek War Special Ed CD	\$52
Twisted Metal CD	\$42
Ultimate Doom or CD	\$31
Under Pressure CD	\$28
Warhammer 40K CD	\$39
Witchaven CD	\$41
XS CD	\$37

## IBM ADVENTURE

10th Planet CD	\$44
7th Guest 2: 11th Hr CD	\$53
Adrenaline Factor CD	\$37
Adv Willie Beamish CD	\$24
Alien Alley CD	\$44
Alien Alliance CD	\$48
Alien Trilogy CD	\$46
Alien Virus CD	\$38
Aliens CD	\$43
Alone in the Dark 2	\$25
Alone in the Dark 3 CD	\$44
Angel Devoid CD	\$44
Archangel CD	\$24
Are You Afraid of Dark CD	\$40
Atmosfear CD	\$25
Azrael's Tear CD	\$39
Bad Day on Midway CD	\$40
Beneath a Steel Sky CD	\$28
Big Red Adventure CD	\$40
BioHazard Five CD	\$47
Bioforge or BF Gold CD	\$44
Black Diamond CD	\$44
Blackthorne or CD	\$28
Blake Stone CD	\$28
Blind Date CD	\$25
Bloodnet CD	\$41
Bloodwings CD	\$44
Blown Away CD	\$39
Blue Force: Next of Kin	\$19
Body Count CD	\$29
BrainDead 13 CD	\$38
Buccaneers CD	\$48
Bureau 13 CD	\$33
Burn Cycle CD	\$34
Cadillacs & Dinosaurs	\$28
Calia 2095 CD	\$47
Champions of Krynn CD	\$16
Chronicles of Sword CD	\$31

## FREE INTERACTIVE ENTERTAINMENT

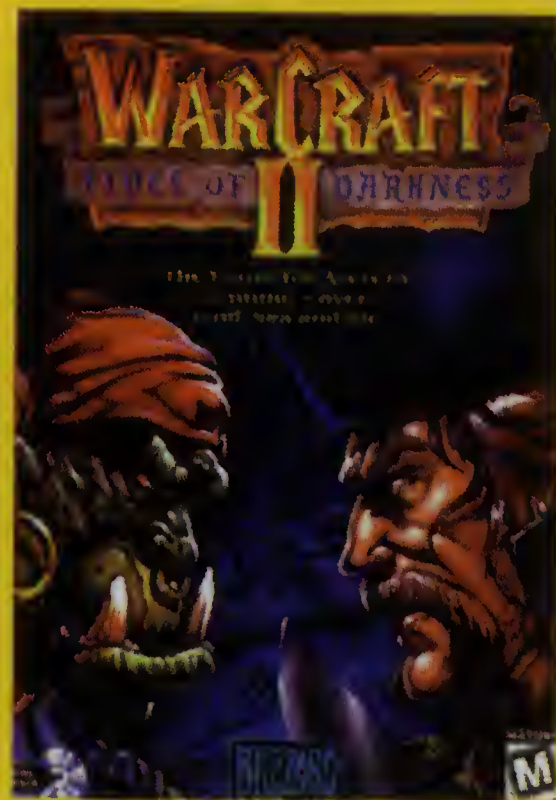
Receive an episode of Interactive Entertainment CD ROM magazine FREE with any in stock software order. Offer subject to change or cancellation without notice. Valid from 11/1/95 to 12/31/95 or while supplies last. Quantities limited.

## FREE SHIPPING

Place an order for an out of stock software item and receive FREE overnight shipping when the product becomes available. Handling \$2 per shipment.



Checks held 4 weeks. Money Orders under \$200 same as cash. COD \$8. Defectives replaced with same product. Most items shipped same day. Shipping times may vary. Price/availability may change. All sales final. Call for details.



**'WARCRAFT 2'** Return to the world of Warcraft, where the battle between the evil orcs and the noble humans rages on. With powerful new allies, terrifying new creatures and ingenious new weaponry, the struggle for the domination of Azeroth continues over land, sea and air. **CD \$46**



**'ANVIL OF DAWN'** is an inventive remarkable first person fantasy adventure. Filled with suspenseful encounters, the player controls one of five champions that are left in a world taken over by the dark armies of an evil warlord. 100 ingenious characters and monsters and a full screen interface all add up to an unsurpassable gaming experience. **CD \$34**



**'D-DAY: AMERICA INVADES'** This game includes a classic scenario from the original Utah Beach game, plus all new graphics, updated troop data and maps, improved game mechanics play by E-Mail and a campaign game that combines the bloody Utah/Omaha landings. **CD \$39**



**'CRYSTAL CALIBURN'** A truly great pinball game is more than great graphics and spectacular sounds, more than the latest arcade features like 3D ramps and three multi-ball play, more than fast ball movement and precise flipper control, it's one that keeps you coming back for more. **\$29**



**'PC GAMEGUN'** Now the same arcade sensation can be experienced with the Gamegun on your PC at home. Fires accurately up to 12 feet from video target, Durable indestructible plastic, bright orange safety color, enhances game play. **\$43**



**'REELMAGIC'** Don't settle for a tiny postage stamp sized viewing window with low quality images. ReelMagic lets you see live, 30 fps video in 32K brilliant colors at full screen for a real movie experience right on your PC. **\$159**

## IBM ADVENTURE

## IBM ADVENTURE

## IBM ADVENTURE

## IBM ADVENTURE

## IBM ADVENTURE

Chronomaster CD	\$47	Flight of Amazon Queen	\$19
City 2000 CD	\$19	Fox Hunt CD	\$47
Commander Blood CD	\$39	Frankenstein CD	\$46
Companions of Xanth CD	\$33	Fred Pharkas Pharm CD	\$32
Conspiracy CD	\$30	Freelancer 2120 CD	\$41
Corridor 7 CD	\$29	Full Throttle CD	\$46
Creation CD	\$52	G-Nome CD	\$43
Creature Shock CD	\$25	Gabriel Knight 2 CD	\$48
Critical Path CD	\$19	Gadget CD	\$45
Crossfire CD	\$44	Gender Wars CD	\$38
Curse of Dragor CD	\$41	Gobliins 3 CD	\$19
Cyberia 2 CD	\$48	GrailQuest	\$17
Cybermage CD	\$44	Guilty CD	\$25
Cyberwar CD	\$48	Hand of Fate CD	\$25
Daedalus Encounter CD	\$29	HardJack CD	\$48
Damnesia CD	\$36	Harvester CD	\$46
Damocles or CD	\$35	Heart of Darkness CD	\$55
Dark Eye CD	\$39	Hell CD	\$45
Dark Forces CD	\$47	Hellraiser CD	\$52
Dark Seed 2 CD	\$44	Hired Guns	\$36
Darker CD	\$31	Ice & Fire CD	\$47
Death Gate CD	\$34	In the First Degree CD	\$46
Defcon 0 CD	\$39	Inca 2 or CD	\$19
Depth Dwellers CD	\$29	Indestructibles CD	\$44
Dinonauts CD	\$29	I Jones & Desktop Adv	\$19
Dinotopia CD	\$46	I Jones Fate Atlantis CD	\$15
Discworld or CD	\$35	Inherit the Earth CD	\$24
Dracula Unleashed CD	\$28	Into the Shadows CD	\$48
Dune CD	\$29	Jewel of the Oracle CD	\$39
Dust CD	\$40	Johnny Mnemonic CD	\$41
Ecstatica or CD	\$35	Johnny Mnemonic MPEG	\$44
Entombed CD	\$29	Jonny Quest	\$26
Entomorph CD	\$35	Journey to Cnter of Earth	\$25
Extractors CD	\$34	Joumeyman Project 2 CD	\$55
Fade to Black CD	\$47	Jurassic Park	\$29
Fighting Fantasy CD	\$40	King's Quest 7 CD	\$49
Flash Traffic CD	\$39	King's Ransom CD	\$32
Flashback CD	\$35	Kingdom O' Magic CD	\$38

Knights Chase CD	\$42	Parasite CD	\$37
Krazy Ivan CD	\$37	Phantasmagoria CD	\$53
Kronolog: Nazi Paradox	\$19	Pitfall CD	\$43
L-Zone CD	\$40	Police Quest 5 CD	\$48
Labyrinth of Time CD	\$20	Power Dome CD	\$48
Lawnmower Man 2 CD	\$44	Prisoner of Ice CD	\$42
Legend of Kyrandia 3 CD	\$25	Promised Land CD	\$41
Lgnds of Don Huang CD	\$44	Psychic Detective CD	\$44
Leisure Suit Larry 6	\$39	Psychotron CD	\$17
Leisure S Larry Anth CD	\$47	Quantum Gate CD	\$19
Lion CD	\$39	Quest for Glory 4 CD	\$18
Loadstar CD	\$44	Re-Elect JFK CD	\$32
Lost Eden CD	\$39	Relentless CD	\$44
Lost Mind of Dr Brain CD	\$36	Return to Zork	\$35
Lost in Town CD	\$44	Return to Zork w/Anth CD	\$44
Maabus CD	\$25	Riddle of Master Lu CD	\$49
MacBeth: The Game CD	\$35	Riftwar Legacy	\$23
Mirage CD	\$40	Ringworld CD	\$19
Mission 9 CD	\$44	Ripper CD	\$48
Mission Critical CD	\$34	Rivers of Dawn CD	\$41
Monstrous City CD	\$44	Robot City CD	\$40
Morph Man CD	\$25	Robot Club CD	\$29
Mortimer CD	\$42	Scroll CD	\$38
Myst CD	\$48	Sea Legends CD	\$34
Necrobis CD	\$40	Secret Monkey Island 2	\$21
Nibelrung Ring Cycle CD	\$39	Secrets of Stargate CD	\$28
Night Trap CD	\$48	Sentient CD	\$37
No Mouth Must Scream	\$44	Shadow Caster	\$18
No World Order CD	\$24	Shadow of the Comet CD	\$25
Noctropolis CD	\$32	Shadows CD	\$40
Nomad CD	\$36	Shadows of Cairn CD	\$39
Odyssey CD	\$44	Sham Shpade CD	\$35
Offensive CD	\$34	Shannara CD	\$34
Operation Body Count CD	\$29	Silverload CD	\$38
Out of this World	\$19	Simon the Sorcerer 2 CD	\$37
Pagemaster CD	\$44	Skyborg:Into t'Vortex CD	\$44
Pandora Device CD	\$54	Slaughterhouse 5 CD	\$46
Panic In the Park CD	\$35	Space Quest 6 CD	\$45

Space Ship Brainlock CD	\$49
Spaceship Warlock CD	\$29
Spawn CD	\$37
Star Trek: 25th Annvrsry	\$26
Star Trek: Judgmnt Rites	\$15
Star Trek: Academy CD	\$46
Starship Troopers CD	\$39
Synnergist CD	\$40
System Shock	\$41
Terminator 2029 CD	\$29
Terminator: F Shock CD	\$44
Terra Nova: S Force CD	\$41
Terror of the Deep or CD	\$36
The Dig CD	\$48
The Orion Conspiracy CD	\$40
The Prophecy	\$19
The Trial CD	\$44
Tong Nau CD	\$37
Torin's Passage CD	\$48
Total Distortion CD	\$51
Touche CD	\$25
Treasure Island CD	\$25
Trouble is my Biz CD	\$46
Under a Killing Moon CD	\$29
Urban Decay CD	\$39
Virtuoso CD	\$39
Virus CD	\$37
Void Pirates CD	\$43
Vortex CD	\$45
Voyeur CD	\$46
Wetlands CD	\$29
Wolf:Hunt Be Hunted CD	\$33
Woodruff & Schnibble CD	\$32
Wrath of the Gods CD	\$36
Z CD	\$48
Zeram:Ultimate Alien CD	\$34
Zombie Dino CD	\$30
Zorro CD	\$39

## FREE GAME OFFER

Spend the specified amount on any in stock software and choose a free IBM game from the corresponding list below. Request must be made at time of order.

### SPEND \$60

Airborne Ranger 5.25, Captain Blood 3.5, Conquered Kingdoms Scen 1 3.5, Gunship 5.25, Mercenaries 5.25, Net Cruiser CD, SDI 5.25

### SPEND \$100

A.T.P. 3.5, Challenge of 5 Realms 3.5, DRAGON Force 3.5/5.25, Dr. Floyd's Desktop Toys 3.5, ESPN Sports Shorts CD, Flight Sim Toolkit 3.5, The Horde 3.5, MacArthur's War 3.5, Megafortress 3.5, Megatraveller Zhodani 5.25, Precision Approach 3.5, Railroad Tycoon 3.5, Return of the Phantom 3.5, Storm Across Europe 5.25

### SPEND \$160

Alone in the Dark 3.5, Battles of Destiny 3.5, Blood Bowl CD, F15 Strike Eagle 2 3.5, Rules of Engagement 5.25, Sall Simulator 3.5, Silent Service 2 3.5, Simon the Sorcerer 3.5, Star Trek Judgement Rites 3.5, Total Control Virtual Controller, Ultima Underworld 2 3.5, Walls of Rome 3.5, Worlds at War 3.5/5.25

### SPEND \$200

Complete UMS 3.5, Harpoon Classic CD or WIN CD, Falcon 3.0 3.5, Harpoon 2 3.5, Jutland CD, Links Pro 386 CD, Maxx Control Flight Stick, Under a Killing Moon CD, Universal Neverlock 3.5, V Victory: Market Garden 3.5



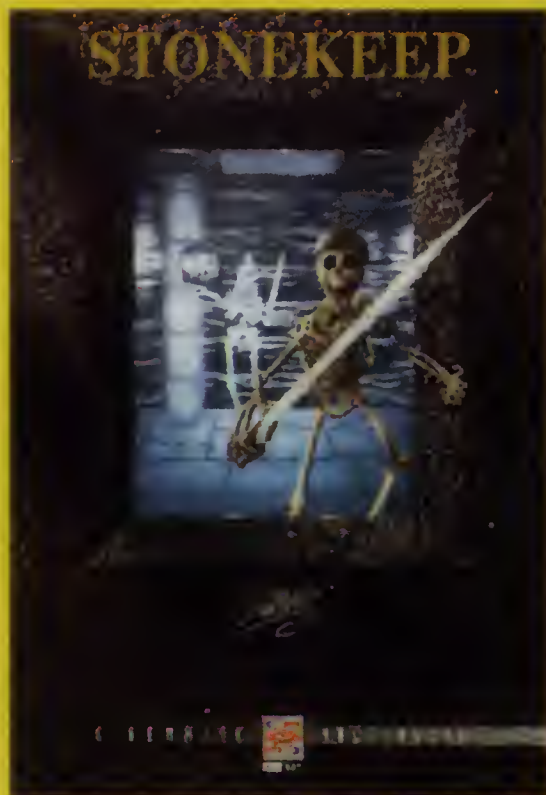
# CHIPS & BITS INC.

PO BOX 234 DEPT 10496  
ROCHESTER, VT 05767  
INT'L 802-767-3033 FAX 802-767-3382

\*OVERNIGHT SHIPPING in US \$4 per order. Mail to Canada, PR, HI, AK, APO, FPO \$4 per order. Worldwide airmail \$6 per item. Handling \$2 per shipment. Hardware orders may require additional shipping charges. Visa, MC and Discover accepted



**'PAX IMPERIA 2'**  
Control every aspect of a civilization on the verge of entering the vast frontier of space. Economics, research, espionage, exploration and diplomacy are the tools you'll use to create and maintain your galactic empire. Build a fleet of mighty warships or quietly establish economic dominion, the universe is yours to conquer. CD \$46



**'STONEKEEP'**  
Immerse yourself in an epic adventure more powerful than you've ever imagined. You'll feel like you're using your own hands and feet as you battle disembodied foes. 3D rendered dungeons and creatures, full-screen graphics, 13 separate domains and an automap. CD \$50



**'METAL LORDS: THE INNER CIRCLE'** Military conquest, resource management and a wide range of missions test players as they strive to become the ruling Duke of a torn empire. Ten royal houses vie for domination of the interstellar empire, where diplomacy, growth and expansion are the key ingredients for success. CD \$34



**'F-16 COMBAT STICK'** Featuring a realistic F-16 Falcon jet stick grip, the F-16 Combatstick is an advanced stick suitable for both mavericks and cyberspace aces alike. Used alone, it provides gamers with 14 functions. It features 2 four way switches, 5 fire buttons, trigger, rotary throttle and trim controls. \$58



**'BATTLES IN TIME'** Warfare is not won based on any one single element, it is a delicate balance of all relevant components. Maneuver armies as a whole, create diversions and control how and where armies will do battle in the strategic map. CD \$35



**'TOP GUN'** Relive the awe inspiring experience of the popular feature film. Only this time, you are Maverick! All the thrills of this fast action dogfighting adv. story come to life in this fun interactive product. Begin with vivid competition for the Top Gun trophy while experiencing all the sights, sounds and characters of the original movie. CD \$44

## IBM EDUCATION

Algebraic Proposer	\$35
Annabel's Dream	\$35
Destination Mars	\$25
Frantic Factory	\$24
Mixed Up Mother Goose	\$39
Print Shop Deluxe	\$26
Quarky Quaysoo's Sci	\$24
Stickybear Word Problem	\$26
Super Solvers	\$27
Swamp Gas Europe	\$29
Word Attack: Spanish	\$28

## IBM ARCADE

3D Ultra Pinball CD	\$40
5th Dimension CD	\$19
ALG Bundle CD	\$45
Adams Family Pinball CD	\$31
Aliens Ate My Babysitter	\$27
Alpha Storm CD	\$37
BC Racer CD	\$25
Batman & Robin CD	\$25
Batman Forever CD	\$44
Battle Beast CD	\$44
Breakthru	\$35
Brutal CD	\$33
Cannon Fodder CD	\$23
Chaos Engine CD	\$19
Clayfighter 2 CD	\$35
Corpse Killer CD	\$35
Creepers	\$24
Crime Patrol CD	\$25
Crystal Caliburn	\$29
Crystal Skulls CD	\$40
Daggers Rage 95 CD	\$29
Dimension CD	\$37
Double Switch CD	\$44
The Dragon's Lair CD	\$34
Dragon's Lair 2 CD	\$42
Drug Wars CD	\$25
EndorFun 95 CD	\$25
Extreme Pinball CD	\$40
FX Fighter CD	\$44
Fast Draw Showdown CD	\$37
Fun N' Games CD	\$31
Go-Man 47 CD	\$44
Gobliins 3	\$19
The Gorg CD	\$19
Hammer Slammers CD	\$46
Hive CD	\$44
Hodj & Podj CD	\$25
Judge Dredd CD	\$40

## IBM ARCADE

Jurassic Park CD	\$25
Lobo CD	\$34
Lode Runner Network CD	\$40
Lode Runner	\$19
Lode Runner CD	\$39
Looney Labyrinth Pinball	\$29
Mad Dog McCree 2 CD	\$32
Magball CD	\$44
Mario's Game Gallery CD	\$25
Maximum Surge CD	\$44
Mega Man X CD	\$44
Metal & Lace	\$27
Mickey Mania CD	\$37
Microcosm CD	\$36
Microsoft Arcade	\$29
Monster Island CD	\$44
Monty Python's Waste CD	\$48
Mortal Kombat 2	\$46
Mortal Kombat 2 CD	\$28
Mortal Kombat 3 CD	\$46
MotoX CD	\$35
Novastorm CD	\$35
Peg Leg CD	\$32
Pinball Classics CD	\$31
Pinball Fantasies Dlx CD	\$29
Pinball Illusions CD	\$29
Pinball Mania CD	\$29
Pinball Worlds CD	\$35
Primal Rage CD	\$47
Prize Fighter CD	\$47
Psycho Pinball CD	\$39
Pyrotechnica CD	\$36
Raiden CD	\$32
Rebel Assault CD	\$25
Rebel Assault 2 CD	\$48
Rise of the Robots CD	\$48
The Rocket Boy CD	\$49
Royal Flush Pinball CD	\$22

## IBM ARCADE

Savage Warriors CD	\$40
Shadow of Wrath CD	\$29
Shell Shock CD	\$34
Sink or Swim CD	\$19
Slam City CD	\$48
Sleepwalker	\$21
Soccer Kid	\$15
Soccer Kid CD	\$19
Space Ace CD	\$38
Space Ace MPEG CD	\$42
Space Pirates CD	\$33
Space Runner CD	\$42
Stargate CD	\$40
St Fighter 2 Compile CD	\$22
Striker CD	\$46
Super Arcade Games CD	\$16
Super Bubsy 95 CD	\$33
Super Pushover CD	\$24
Super St Fighter 2 CD	\$43
Spr St Fighter 2 Turbo CD	\$31
Supreme Warrior CD	\$44
Take-A-Break Pinball CD	\$39
Tetris Classic CD	\$19
Tetris Gold CD	\$25
The Dragon's Lair CD	\$34
The Gorg CD	\$19
The Rocket Boy CD	\$49
Last Bounty Hunter CD	\$37
Thexder 2 95 CD	\$40
Time Pockets CD	\$46
Total Domination CD	\$39
Tri-Tryst 95 CD	\$24
Virtual Cop CD	\$16
WWF Arcade CD	\$45
Who Shot John Rock CD	\$19
Wild Streets	\$16
Worms	\$34
Worms CD	\$34

## IBM ROLEPLAYING

AD&D Collect Pack CD	\$35
ADD Three Worlds CD	\$26
Al-Qadim CD	\$39
Alien Legacy	\$36
Alien Legacy CD	\$39
Anvil of Dawn CD	\$34
Arena	\$39
Arena CD	\$33
Arena: Elder Scrolls Dx	\$45
Betrayal at Antara CD	\$48
Cobra Mission	\$29
Curse of t' Azure Bonds	\$15
CyClones	\$39
CyClones CD	\$44
Cyber Space CD	\$38
CyberJudas CD	\$32
Daemonsgate	\$19
Dark Sun	\$47
Dark Sun 2	\$47
Dark Sun 2 CD	\$49
Death Keep CD	\$39
Death Knight of Krynn CD	\$15
Disciples of Steel CD	\$22
Dragon Lore CD	\$47
Druid CD	\$44
Dungeon Hack	\$19
Dungeon Master 2 CD	\$37
Elder Scrolls 2 CD	\$48
Eye of t' Beholder 1-3 ea	\$19
Gateway to Savage Front	\$16
Goldtree Dark Tower	\$15
Goldtree Engine	\$26
Goldtree Kingspoint CD	\$40
Hunters of Ralk CD	\$48
Ishar 3 CD	\$33
Kingdoms:Far Reach CD	\$40
Knights of Legend Editor	\$16
Knights of Xentar or CD	\$34

## IBM ROLEPLAYING

Lands of Lore 2 CD	\$46
Lord of the Rings 1 & 2	\$19
Lords of Midnight CD	\$48
Menzoberranzan	\$42
Menzoberranzan CD	\$47
Might & Magic 4 or 5 ea	\$19
Pools of Darkness	\$38
Ravenloft 2 CD	\$46
Realms of Arkania	\$25
Riftwar Legacy CD	\$23
Rng of Medusa Gold CD	\$23
Robinson's Requiem CD	\$29
Rome: Pathway to Power	\$29
Shadow Caster CD	\$15
Shadows Over Riva CD	\$46
Skyrealms of Jorune CD	\$35
Star Trail	\$34
Star Trail CD	\$36
Star Trail Speech Pack	\$18
Star Trek Dp Spce 9 CD	\$41
Star Trek TNG: Unity CD	\$46
Star Trek TNG Collect CD	\$74
Stonekeep CD	\$50
Summoning	\$16
Superhero's:Hoboken CD	\$34
Terracide CD	\$48
Thunderscape CD	\$44
Treasure Savage Frontier	\$19
Ultima 7 Series CD	\$15
Ultima 8 CD with Speech	\$32
Ultima 9: Ascension CD	\$52
Ultima U-world 1 & 2 CD	\$15
Ultimate Fantasy CD	\$39
Unlimited Adventures	\$19
Vampire:Masquerade CD	\$48
Wizardry 7 Crusaders	\$19
Wizardry Gold CD	\$35
World of Xeen CD	\$24

## FREE INTERACTIVE ENTERTAINMENT

Receive an episode of Interactive Entertainment CD ROM magazine FREE with any in stock software order. Offer subject to change or cancellation without notice. Valid from 11/1/95 to 12/31/95 or while supplies last. Quantities limited.

## FREE SHIPPING

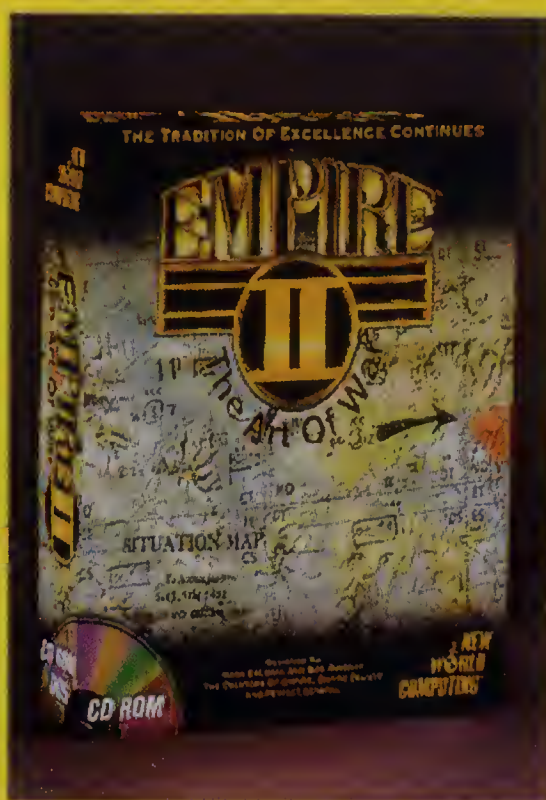
Place an order for an out of stock software item and receive FREE overnight shipping when the product becomes available. Handling \$2 per shipment.



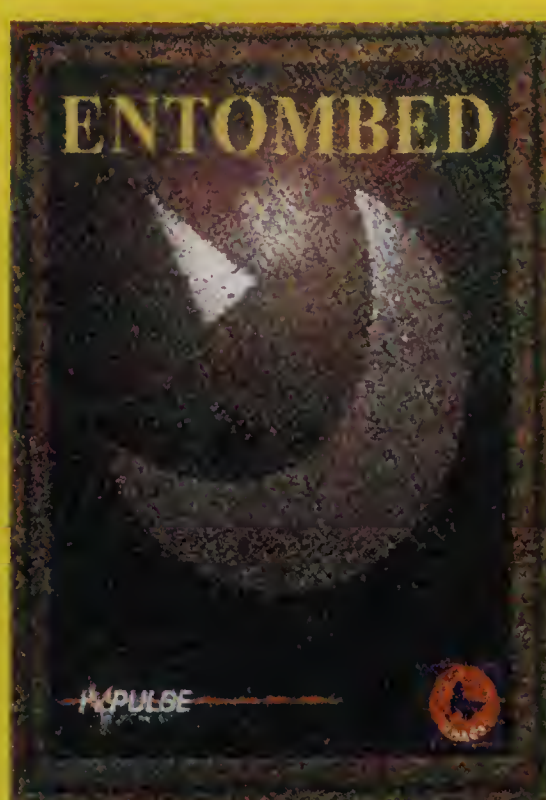
# Call NOW to Order 800-699-4263

SOURCE 10496

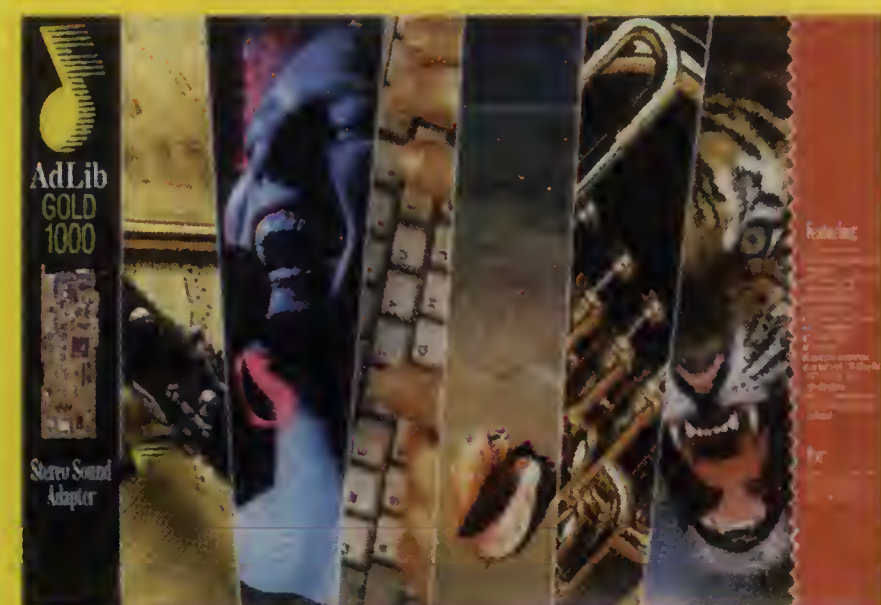
Checks held 4 weeks. Money Orders under \$200 same as cash. COD \$8. Defectives replaced with same product. Most items shipped same day. Shipping times may vary. Price/availability may change. All sales final. Call for details.



'EMPIRE 2' Become fully immersed in the mechanics and principles of war, battle room planning, resource management, deployment, and more. Not only will players be consumed by the predefined scenarios but with the addition of a comprehensive game editor, gamers will be hooked to their computers long after the battle has been won. **CD \$34**



'ENTOMBED' will pit you against an ancient civilization's technology, their insidious traps and a deep underlying mystery of monumental consequence. Armed with only the diary of a previous colleague, you must solve the mystery of your failed predecessors and unravel the riddle of the entombed. **CD \$35**



'AD LIB GOLD 1000' is the first audio adapter with all the advanced recording, playback and sound integration features you'll need as PCs enter the age of sound and multimedia. Full 12 bit DAC capability and multisource mixing. **\$69**



'ROMANCE OF THE THREE KINGDOMS IV: WALL OF FIRE' It's the 2nd Han Dynasty and China is on the verge of collapse. Infighting among the court families and the emergence of powerful warlords dominates. 558 different officers, including 108 inspired by the player's imagination. **CD \$39**



'WITCHAVEN' Deep within the volcanic pit of the Island of Char lies the mystical lair of Witchaven. There, witches older than time itself cast a shadow of evil spells that shroud your people in never-ending darkness. The power of demons fester as the sun sinks below the horizon. Tonight, the beast is hungry. **CD\$46**



'VIRTUAL VEGAS' The wonder of the CyberWorld! You're a V.I.P. in a playground for grown-ups that's free from laws of time, physics and the mob. You can forget about life for awhile. Features 3D rendered worlds, full-motion video and voice recognition. (R) **CD \$13**

## IBM SIMULATIONS

1st Encounters CD	\$32
A10 2: Silent Hunter CD	\$48
AH 64D Longbow CD	\$48
Absolute Zero CD	\$42
Aces Over Europe	\$25
Aces of the Deep 2 CD	\$48
Aces of the Pacific CD	\$25
Aces over Europe CD	\$25
Across the Desert '41 CD	\$48
Across the Rhine CD	\$46
Air Combat 1942 & Scen	\$29
Air Combat Pacific 1942	\$19
Air Cmbt:Navy Fghtrs CD	\$47
ACS Navy Fghter Gld CD	\$48
Air Havoc Controller CD	\$33
Air Warrior 2 or CD	\$34
Airpower CD	\$35
Al Unser Jr Racing	\$33
Apache CD	\$45
Armored Fist CD	\$36
Army Air Corps: '42 CD	\$48
Assault Rigs CD	\$37
Battle of Britain 2	\$34
Battlecruiser 3000 CD	\$48
Big Red Racing CD	\$41
Chaos Control CD	\$34
Chopper Strike	\$48
Combat Air Patrol CD	\$25
Combat Classics 2	\$19
Command:Aces Deep CD	\$47
Confirmed Kill CD	\$42
Cyber Race CD	\$32
Cyberbykes CD	\$31
Cyberspeed CD	\$39
Cyclemania CD	\$34
D-Day:Optn Overlord CD	\$25
Dark Ride CD	\$49
Dawn Patrol 2 CD	\$42

## IBM SIMULATIONS

Dead End CD	\$44
Death Race CD	\$34
Delta V or CD	\$25
Descent 2.0 CD	\$46
Destruction Derby CD	\$36
Dream Web CD	\$34
EarthSiege 2 CD	\$48
Elite Plus	\$19
Evasive Action	\$28
F-16 Fighting Falcon CD	\$44
F15 Strike Eagle 3 CD	\$48
FA 18 Hornet CD	\$54
Falcon 4.0 CD	\$49
Falcon Gold CD	\$52
Fast Attack CD	\$37
Fighter Duel Pro 2 CD	\$34
Fighterg CD	\$36
Fighting Falcon CD	\$47
Fleet Defender Gold CD	\$42
Flight Light CD	\$19
Flight Sim ToolKit	\$19
Flight Unlimited CD	\$48
Flying Aces CD	\$49
Flying Corps CD	\$44
Flying Nightmares 2 CD	\$42
Flying Tigers CD	\$42
Frontier Elite 2	\$19
Fury Cubed CD	\$46
Grand Canyon Scenery	\$16
Great Naval Battles CD	\$42
Grey Wolf CD	\$25
Gunship 2000 VGA	\$24
H.A.W.C. CD	\$35
Hi-Octane CD	\$44
Indy Car Racing 2.0	\$40
Indy Car Racing 2.0 CD	\$48
Inferno CD	\$44
Interactive Sailing CD	\$45

## IBM SIMULATIONS

Iron Angel CD	\$44
Iron Assault CD	\$39
Jet Fighter 3	\$41
Jet Pack CD	\$36
Jet Ski Rage CD	\$39
Jump Jet	\$22
Last Dynasty CD	\$48
Lawn Mower Man CD	\$35
Locus CD	\$46
Lode Runner	\$36
M1 Tank Platoon 2 CD	\$48
M4: Sherman Tank Sim	\$34
Max Overkill Bundle CD	\$40
Maximum Overkill MD 2	\$29
Max Overkill Mmedia CD	\$48
Mech Commander CD	\$40
Mechwarrior 2 CD	\$46
Mchwarrior 2 Add-On CD	\$26
Metal Lords CD	\$34
MetalTech: Bdrome CD	\$21
MetalTech: EarthSiege	\$45
Microsoft Flight Sim 5.0	\$44
Microsoft Flight Sim 5.1	\$48
MS Flight Sim 5.1 CD	\$53
MS F Sim Flight Shop	\$38
MS F S Flight Shop CD	\$38
Mig 29 Gold CD	\$49
Nascar Racing	\$39
Nascar Racing CD	\$47
Nascar Track Pack CD	\$24
Net Racer CD	\$44
Phoenix Fighter CD	\$49
Power Boat Simulator 3	\$46
Precision Approach	\$14
Privateer or CD	\$15
Privateer Special Ops	\$19
Rally	\$29
Rapid Assault CD	\$28

## IBM SIMULATIONS

Raven Project CD	\$39
Reach for the Skies	\$16
Real Weather Pilot	\$14
Red Baron Tank Killer CD	\$26
Red Baron&Msn Builder	\$29
Red Ghost	\$39
Red Ghost CD	\$42
Renegade CD	\$41
Renegade 2 CD	\$26
Retribution CD	\$19
Roll Cage	\$34
Roll Cage CD	\$34
SU-27 Flanker CD	\$46
Sail '95	\$37
Sail '95 CD	\$44
Sail Simulator	\$40
Sailing Sim 3: Coasts ea	\$39
Sailing Simulator 3	\$52
Screamer CD	\$41
Seaworthy CD	\$18
Sensory Overload CD	\$42
Shock Wave CD	\$44
Silent Hunter CD	\$46
Silent Service 2	\$16
Silent Steel CD	\$45
Sky Warriors CD	\$35
Slipstream 5000 CD	\$35
Space Academy CD	\$47
Space Clipper	\$42
Spectre VR CD	\$29
Star Crusader CD	\$27
Star Crusader Msn&Spch	\$19
Star Rangers CD	\$44
Stim Slum	\$42
Strike Commander CD	\$15
Sub Battle Sim 2 CD	\$39
Sub War 2050 Plus CD	\$19
Super Tank Cmnder CD	\$40

## IBM SIMULATIONS

SuperKarts CD	\$44
T-MEK CD	\$38
TFX 2000 CD	\$44
Tank Cmnder Netwrk CD	\$46
Task Force Admirals Pck	\$39
Terminal Velocity CD	\$36
The Need for Speed CD	\$47
Tie Fighter	\$29
Tie Fighter Collector CD	\$47
Top Gun: Fire At Will! CD	\$44
Tower	\$42
Trophy Bass CD	\$48
U-Boat 2	\$36
Virtual Karts CD	\$41
Voice Commander Bun	\$18
War Patrol CD	\$32
Warhawk CD	\$43
Werewolf/Comanche CD	\$48
Wng Cmnder 2 Dix CD	\$15
Wing Commander 3 CD	\$44
Wing Commander 4 CD	\$51
W Cmmander Academy	\$15
W Cmmdr Armada CD	\$15
Wing Nuts CD	\$34
Wings of Glory CD	\$29
Wipe Out CD	\$37
Wolf Pack CD	\$15
World Circuit CD	\$39
World Circuit 2 Ntwrk CD	\$42
Wrld Circuit GP2 CD	\$41
Wrld Crcuit GP2 Mngr CD	\$41
X-Car Exp Racing CD	\$44
X-Wing	\$23
X-Wing Collector's CD	\$46
X-Wing Mission Disk ea	\$19
Yeager's Air Combat CD	\$15
Zephyr CD	\$15
Zone Raiders CD	\$41

## FREE GAME OFFER

Spend the specified amount on any in stock software and choose a free IBM game from the corresponding list below. Request must be made at time of order.

### SPEND \$60

Airborne Ranger 5.25, Captain Blood 3.5, Conquered Kingdoms Scen 1 3.5, Gunship 5.25, Mercenaries 5.25, Net Cruiser CD, SDI 5.25

### SPEND \$100

A.T.P. 3.5, Challenge of 5 Realms 3.5, DRAGON Force 3.5/5.25, Dr. Floyd's Desktop Toys 3.5, ESPN Sports Shorts CD, Flight Sim Toolkit 3.5, The Horde 3.5, MacArthur's War 3.5, Megafortress 3.5, Megatraveller Zhodani 5.25, Precision Approach 3.5, Railroad Tycoon 3.5, Return of the Phantom 3.5, Storm Across Europe 5.25

### SPEND \$160

Alone In the Dark 3.5, Battles of Destiny 3.5, Blood Bowl CD, F15 Strike Eagle 2 3.5, Rules of Engagement 5.25, Sail Simulator 3.5, Silent Service 2 3.5, Simon the Sorcerer 3.5, Star Trek Judgement Rites 3.5, Total Control Virtual Controller, Ultima Underworld 2 3.5, Walls of Rome 3.5, Worlds at War 3.5/5.25

### SPEND \$200

Complete UMS 3.5, Harpoon Classic CD or WIN CD, Falcon 3.0 3.5, Harpoon 2 3.5, Jutland CD, Links Pro 386 CD, Maxx Control Flight Stick, Under a Killing Moon CD, Universal Neverlock 3.5, V Victory: Market Garden 3.5



# CHIPS & BITS INC.

PO BOX 234 DEPT 10496  
ROCHESTER, VT 05767  
INT'L 802-767-3033 FAX 802-767-3382

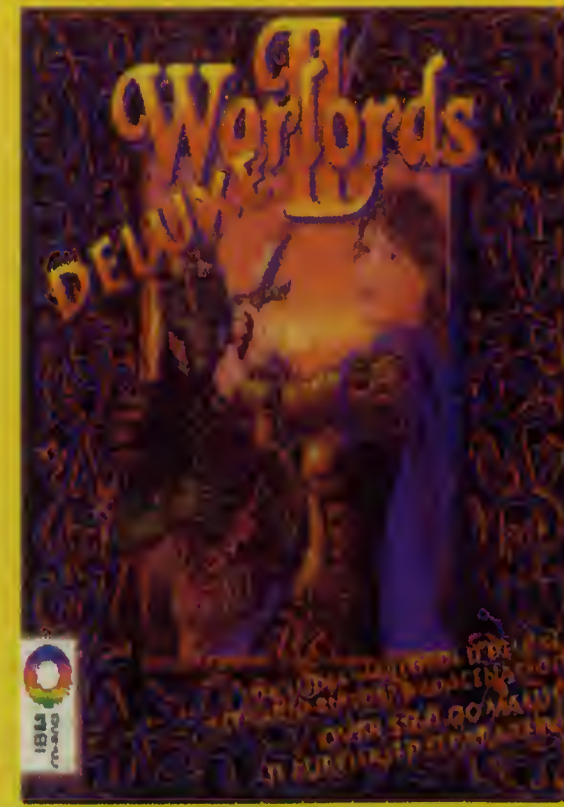
\*OVERNIGHT SHIPPING in US \$4 per order. Mail to Canada, PR, HI, AK, APO, FPO \$4 per order. Worldwide airmail \$6 per item. Handling \$2 per shipment. Hardware orders may require additional shipping charges. Visa, MC and Discover accepted



**'WING COMMANDER IV'** is the next stage of the epic adventure, when men of ambition try to use the aftermath of a galaxy spanning war to promote their own greed for power. The complex story is a masterpiece of motivation and corruption, and the characterization is richer and more immediate than any thing done before. **CD \$51**



**'SHANNARA'** Brona, the ancient Warlock King has returned! Slain decades ago by the Sword of Shannara, Brona's evil spirit now roams free as the legendary Sword lies shattered in pieces. As a direct descendant of elven royalty, it is your destiny to restore the ancient sword and imprison Brona forever. Over 40 speaking characters! **CD \$34**



**'WARLORDS 2 DELUXE'** is the ultimate fantasy/strategy game. It features brilliant SVGA graphics, superb sound and 60 created worlds to fight over as well as an infinite number of random worlds plus a scenario builder that lets you create your own worlds! **CD \$41**



**'FRANKENSTEIN'** Become what you most fear and discover the true meaning of horror. Man creates monster. The classic premise takes on new meaning when you are that monster in this all new story based upon the classic tale. **CD \$46**



**'CH PRO RUDDER PEDALS'** has dual operating modes with realistic forward and back pedal motion for flying. Also has independent throttle and brake control for realistic driving games. Features an anti-skid base. **\$74**



**'SAIL 95'** Experience the challenge of high performance racing as you control a multi-million dollar IACC yacht. The official simulator of the America's Cup features advanced AI, sound, and fully animated 3D graphics in 1024 x 768 resolution. **CD \$44**

## IBM SPORTS

3-Decathlon CD	\$42
3D Table Sports CD	\$26
APBA Baseball	\$24
APBA Bseball Innovator	\$19
APBA Baseball CD	\$37
All Star BaseballCD	\$40
Avalanche Interactive CD	\$19
Blood Bowl or CD	\$29
Brett Hull Hockey '95	\$29
Brett Hull Hockey '95 CD	\$29
Broadcast Blast CD	\$39

## IBM SPORTS

ESPN Ext Games CD	\$29
ESPN 2 Ext Games CD	\$34
ESPN Hockey CD	\$44
EuroGolf CD	\$44
FIFA Int'l Soccer '96 CD	\$40
FIFA Internat'l Soccer CD	\$36
Fairways to Heaven CD	\$29
Frnk Thomas Bseball CD	\$44
Front Page Football Pro	\$25
Front Page Ftball Pro '95	\$44
Frnt Page FB Pro '95 CD	\$47
Front Page Sports Bsbll	\$44
Frnt P Spts BsB '96 CD	\$48
Front P Sports BsB CD	\$47
Front Pge:FB Pro '96 CD	\$48
Golf's Greatest 18 CD	\$25
Gone Fishin' CD	\$42
Hardball 4 or CD	\$34
Hardball 5 CD	\$40
Int'l Tennis Open CD	\$44
J Nicklaus Sign Ed C 2	\$16
J Nicklaus Colleccion CD	\$19
J Nicklaus: Muirfield CD	\$40
Jammit CD	\$19
L Haffner College BBall	\$36
Links Pentium CD	\$49
Links Pro 386 Golf	\$17
ML Personal Pro Golf	\$19
Madden Football 96 CD	\$40
Microsoft Baseball CD	\$51
Microsoft Golf for Win	\$38
NBA Airborne '95 CD	\$42
NBA Jam Tournament Ed	\$44
NBA Jam Tournament CD	\$44
NBA Live CD	\$47
NBA Live 96 CD	\$40
NCAA Football CD	\$44
NFL '95	\$24

## IBM SPORTS

NFL Coaches Club	\$14
NFL Coach Club FB CD	\$14
NFL Qtrbck Club '96 CD	\$45
NFL Super Bowl CD	\$39
NFL Video Football	\$19
NHL Hockey '94 CD	\$15
NHL Hockey '95 CD	\$40
NHL Hockey '96 CD	\$40
N Faldo's Champ Golf CD	\$34
Nick Price Golf CD	\$45
Old Time Baseball CD	\$48
PBA Bowling CD	\$44
PGA Tour Golf CD	\$15
PGA Tour Golf 486 CD	\$43
PGA Tour Golf 96 CD	\$44
PGA Tour Invitational CD	\$40
Picture Perfect Golf CD	\$19
Planet Soccer	\$29
QB Attack CD	\$44
QuarterPole	\$24
RBI Baseball '96 CD	\$40
Road to the Final 4: 2 CD	\$43
Rugby World Cup '95 CD	\$40
Serious Soccer	\$18
Skins Gme at Bighorn CD	\$37
Tom Landry Football	\$24
T LaRussa BsB 2 2.0 CD	\$47
T LaRussa Bsbll 3 CD	\$47
Troy Aikman Football CD	\$42
Ultimate Football '95 CD	\$25
Unnecessary Roughnss	\$29
Unncsary Roughnss '95	\$15
Unncsry Rghnss '96 CD	\$42
Virtual Golf CD	\$25
Wayne Gretsky CD	\$40
Winter Sports CD	\$28
Wrld Cup Glf Dorado CD	\$44
World HockeyCD	\$24

## IBM STRATEGY

1830: RR & Robbers CD	\$34
18th Air Squadron	\$36
Advanced Civilization CD	\$34
Airbus 1.2 or CD	\$19
Alexander 953.1 CD	\$43
Allegiance CD	\$34
Ancient Art of War Sky	\$19
Archon Ultra	\$32
Arctic Baron CD	\$16
Ares CD	\$42
Ascendancy CD	\$44
Awful Green Things CD	\$35
Battle Bugs	\$37
Battle Isle 2200 CD	\$34
Battles in Time CD	\$35
Battles of Destiny	\$19
Black Beard or CD	\$34
Breach 3 CD	\$40
Buzz Aldrin Race CD	\$29
C.E.O. CD	\$44
Caesar CD	\$15
Caesar 2 CD	\$47
Capitolism CD	\$42
Carriers at War Const Kit	\$25
Castles 2	\$19
Celtic Tales CD	\$34
Civilization	\$25
Civilization 2000 CD	\$42
Civilization Network CD	\$47
Clash of Steel	\$19
ClockWerk CD	\$24
Colonization	\$19
Colonization Gold CD	\$48
Command/Conquer CD	\$47
Cmmand/Conquer 2 CD	\$50
Conquer WIN	\$19
Conquered Kingdoms	\$19
Cnquered Kngdms 2 CD	\$38

## IBM STRATEGY

Conquerer A.D. 1086 CD	\$37
Cnquest of New Wrld CD	\$46
Corporate Colonies CD	\$35
Crisis in the Kremlin	\$29
Critic's Choice Collect CD	\$25
Darklegions CD	\$38
Deadline CD	\$38
Detroit CD	\$15
Dominus CD	\$19
Dragon Force	\$16
Dune 2	\$28
Dungeon Keeper	\$48
Empire 2 CD	\$34
Empire Builder CD	\$39
Empire Deluxe	\$19
Empire Dlx Mstr Ed CD	\$22
Escalation CD	\$35
Exploration CD	\$40
Fantasy Empires	\$19
Fantasy Fiefdom CD	\$48
Flight Commander 2 CD	\$38
Fort Apache	\$19
Front Lines or CD	\$39
Gazillionaire CD	\$14
Genesia	\$35
Genghis Khan 2	\$34
Gettysburg:Turning Piont	\$15
Grandest Fleet	\$29
Great Naval Battles 3 CD	\$41
Hammer of the Gods CD	\$28
Heirs to the Throne	\$19
HercForce CD	\$48
Hero's Might & Magic CD	\$34
High Seas Trader	\$39
Humans CD	\$22
Incredible Machine 2 CD	\$39
Into the Void CD	\$44
Jagged Alliance CD	\$46

## IBM STRATEGY

Jutland CD	\$29
Kingdoms of France	\$34
Kingdoms of Germany	\$34
Kingmaker	\$34
Konquest CD	\$35
Koshan Conspiracy	\$29
Koshan Conspiracy CD	\$19
Legions	\$34
Lemmings 2: The Tribes	\$15
Lemmings 3D CD	\$31
Lemmings Chronicles CD	\$35
Lemmings Paintball CD	\$31
Liberty or Death	\$29
Little People CD	\$41
Lords of Realm or CD	\$39
Lost Admiral	\$19
Lost Admiral 2 CD	\$39
Machiavelli The Prince CD	\$19
Maelstrom	\$23
Marco Polo CD	\$37
Master of Antares CD	\$41
Master of Magic	\$25
Master of Orion or CD	\$25
Metal Marines	\$27
Metal Marines Mst Ed CD	\$48
Millenia CD	\$42
Millenium Auction CD	\$25
Navy Strike CD	\$24
New Horizons CD	\$34
Northlands CD	\$39
Onslaught	\$39
Operation Crusader CD	\$39
OrionBurger CD	\$39
Outpost	\$38
Outpost 2 CD	\$45
PTO 2 CD	\$34
Patrician	\$34
Patrician CD	\$36

## FREE INTERACTIVE ENTERTAINMENT

Receive an episode of Interactive Entertainment CD ROM magazine FREE with any in stock software order. Offer subject to change or cancellation without notice. Valid from 11/1/95 to 12/31/95 or while supplies last. Quantities limited.

## FREE SHIPPING

Place an order for an out of stock software item and receive FREE overnight shipping when the product becomes available. Handling \$2 per shipment.



# Call NOW to Order 800-699-4263

SOURCE 10496

Checks held 4 weeks. Money Orders under \$200 same as cash. COD \$8. Defectives replaced with same product. Most items shipped same day. Shipping times may vary. Price/availability may change. All sales final. Call for details.



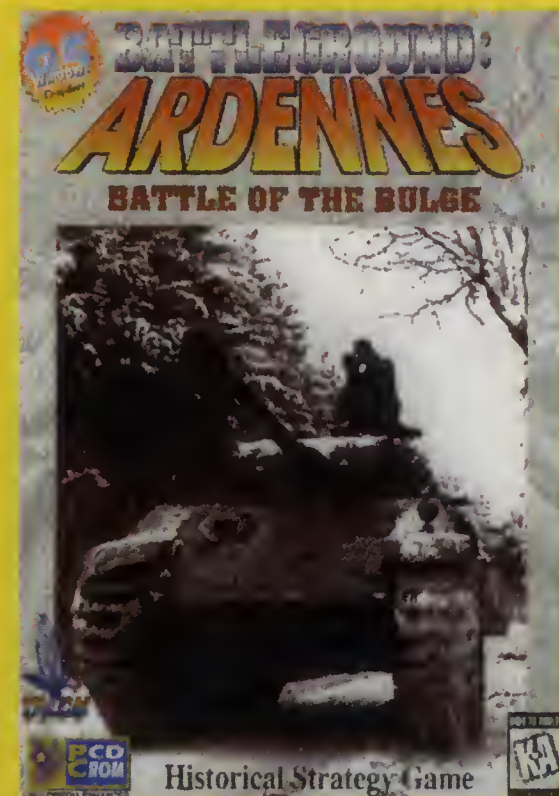
## 'LAST DYNASTY'

An ambitious and powerful adversary, Iron, has attacked the galaxy in search of the Universal Knowledge. The only hope for planet Symest 4 rests on the shoulders of a naive young adventurer, Mel Rauq. With time running out, Mel must use everything he knows to defeat Iron or the planet will be doomed. **CD \$48**



## 'TROPHY BASS'

From weather conditions and equipment selection to presentation techniques and fighting a lunker bucket-mouth, Trophy Bass will make you feel like you're at the local hot spot. Nine high resolution virtual lakes ensure that you'll have plenty of water to cover. **CD \$48**



## 'BATTLEGROUND ARDENNES'

'BATTLEGROUND ARDENNES' is like no other historical strategy game you've ever played! With the revolutionary battleview combat system, you can relive crucial moments during the Battle of the Bulge, the most famous American land battle of WWII. Extensive combat sound and video clips, print out instant situation maps. **CD \$42**



## 'THEXDER'

players control a transformer type robot called THX-DR122, or Thexder, as he flies, runs, jumps and rolls through 50 different science fiction environments. Thexder acquires additional characteristics and talents with the ability to morph into other objects as he battles challenging enemies. **CD \$40**



## 'ATTACK STACK'

Nine incredible action adventure games and one CD, in one pack! Attack Stack is the ultimate collection of first rate action adventure games. The Journeyman Project Turbo,

Crystal Caliburn, The Lemmings Chronicles, Novastorm, Spectre VR, Street Fighter 2, The C.H.A.O.S. Continuum, Blade Warrior, Arnie 2 and Doom Episode One CD are a tremendous value at a fraction of the price! **CD \$29**



## 'ZONE RAIDERS'

Created by designers who once worked on military simulators, Zone Raiders uses a super fast 3D graphics engine that promises to yield very smooth frame rates even in high res Super VGA. It's also backed up by an involving, imaginative story line. **CD \$41**

## IBM STRATEGY

Pax Imperia 2 CD	\$46
Perfect General	\$21
Perfect General Scen	\$16
Pirates Gold CD	\$19
Pizza Tycoon or CD	\$25
Power House CD	\$39
Project USA CD	\$25
Qin:Tomb of Kingdom CD	\$34
Qwirks CD	\$19
Railroad Tycoon CD	\$14
Railroad Tycoon 2 Classic	\$24
Reach for the Stars	\$24
Realms	\$16
Reunion CD	\$33
Romance 3 Kingdoms 2	\$24
Romance 3 Kingdoms 3	\$39
Romance 3 Kngdm 4 CD	\$39
Rules of Engagement 2	\$29
Rules Engage 2 Camp	\$19
Sabre Team	\$25
Sabre Team CD	\$29
Second Conflict	\$34
Serf City: Life is Feudal	\$37
Sim Ant	\$19
Sim Ant For WIN	\$19
Sim City 2000	\$29
SimCity 2000 Collect CD	\$58
Sim City 2000 Scen	\$14
Sim City 2000 Urban Kit	\$20
Sim City 2000 WIN	\$42
Sim City CD	\$47
Sim Earth	\$19
Sim Farm	\$23
Sim Life	\$19
Sim Town CD	\$33
SimCity 2000 CD	\$53
SimClassic Collection	\$44
SimIsle CD	\$35

## IBM STRATEGY

SimTower	\$33
SimTower or CD	\$33
Simcity 2000 Collect CD	\$59
Space Bucks CD	\$40
Space Hulk CD	\$15
Space Miner CD	\$36
Spaceward Ho! 4	\$24
Star Base CD	\$42
Star Control 3 CD	\$46
Star Reach or CD	\$36
Starship	\$15
Sub Version	\$19
Syndicate Plus CD	\$15
Terminator 2 Chsswrs CD	\$24
The Complete UMS	\$44
The Rogarian Agenda CD	\$39
Theme Park CD	\$39
Tiny Troops CD	\$44
Transport Tycoon or CD	\$24
Transport Tycoon Dlx CD	\$42
Ultimate Domain CD	\$36
Unnatural Selection CD	\$29
Vikings CD	\$40
Vikings 2	\$36
Visions of Glory CD	\$39
Warcraft: Orcs & Human	\$39
Warcraft: Orc/Human CD	\$39
Warcraft 2 CD	\$46
Warhammer: Horned Rat	\$43
Warlords 2	\$29
Warlords 2 Dlx CD	\$41
Wooden Ships/Iron Men	\$39
Worlds at War	\$19
Worlds of War CD	\$48
X-Com: Tactical CD	\$41
X-Com: Terror the Deep	\$39
X-Com: UFO Defnse CD	\$25
Zig-Zag CD	\$29

## IBM TRADITIONAL

Any One For Cards CD	\$25
Assault Poker CD	\$29
Avatar CD	\$38
Battle Chess Collect CD	\$25
Beat the HouseCD	\$33
Bob Fischer's Chess CD	\$26
Bridge 8.0	\$32
Bridge Barondows	\$34
Bridge Deluxe 2	\$29
Bridge Mster Champ CD	\$39
Bridge Olympiad	\$29
Caesar's Gambling CD	\$37
Card Plyers Paradise CD	\$29
Casino Deluxe CD	\$24
Casino Master CD	\$28
Casino Tournament CD	\$38
Celebrity Poker CD	\$24
Chessmaster 5000 CD	\$44
Classic 5	\$19
Classic Solitaire WIN	\$16
Doonsbury Election '96	\$28
Dragon Dice CD	\$44
Easy Street	\$26
Freshwater Fish CD	\$24
Game Maker 3.0 or CD	\$48
Game Wizard Pro	\$32
Go Master Ver 4	\$34
Hoyle's Card Games CD	\$40
Hyper 3D Pinball CD	\$38
Incredible Machine 3 CD	\$46
Incredible Toons CD	\$15
Jeopardy CD	\$29
Jeopardy Dlx w/ Trebek	\$34
Klik & Play CD	\$42
Knight Moves CD	\$24
Lexicross	\$24
Locksmith	\$29
Lucky's Casino Advnture	\$34

## IBM TRADITIONAL

Magic the Gathering CD	\$41
Maze CD	\$26
Mega Maze CD	\$28
Monopoly CD	\$40
Ms. Metaverse CD	\$32
NY Times Crsswords CD	\$22
Origamo	\$14
Paparazzi CD	\$42
Perfect Partner Bridge CD	\$23
Perfect Player PokerCD	\$24
Pinball Arcade CD	\$34
Pool Champion CD	\$44
Pool Master CD	\$22
Quest for Fame CD	\$42
Reflux Issue CD ea	\$19
Saturday Night Live CD	\$24
Scrabble Deluxe or CD	\$19
Shanghai:Great Moments	\$26
Shanghai 2 WIN	\$24
Solitaire Deluxe or CD	\$25
Solitaire	\$19
Solitaires Journey 2 CD	\$35
Sprt Illustrated Calendar	\$25
TV Guide Crossword CD	\$19
Take Your Best Shot CD	\$20
Tang Chi CD	\$25
The Infinity Machine	\$39
The Mask: The Origin CD	\$23
Trivial Pursuit CD	\$25
Trump Castle 3 CD	\$29
Tuneland CD	\$48
USCF Chess CD	\$40
Universal Neverlock	\$24
Virtual Pool CD	\$40
Virtual Vegas 2 CD	\$24
Wheel of Fortune CD	\$31
World Series of Poker CD	\$19
Xplora CD	\$47

## IBM WAR

7th Fleet CD	\$39
Action off River Platte	\$24
Aegis:Guardian Fleet CD	\$46
Aide de Camp	\$45
Allied General CD	\$43
American Civil War V1	\$24
American Civil War V2	\$24
American Civil War V3	\$24
Antietam Z-Lock Bag	\$15
B-24	\$15
Battle Stations	\$22
Battle Tank Barbarossa	\$29
Battle Tank Kursk	\$29
Battle of Austerlitz	\$24
Btle of Chickamauga CD	\$42
Battle of Leyte Gulf	\$24
Battle of the Atlantic	\$29
Battle of the Bulge CD	\$42
Bttlegrod Gettysburg CD	\$42
Bttlegrnd: Ardennes CD	\$42
Battles of Napoleon	\$15
Battleship Bismark	\$26
Byond Squad Leader CD	\$45
Big 3 CD	\$24
Blitzkrieg Ardennes	\$19
Blue & The Grey	\$38
Blue & The Grey CD	\$41
B. Napoleon Invades	\$24
Carrier Strike	\$29
Carrier Strike Exp Pak	\$19
Carriers at War	\$39
Carriers at War 2	\$39
Charge of Light Brigade	\$16
CincPac: Midway	\$39
CincPac: Midway CD	\$39
Cvl War No Greater Glory	\$19
Civil War: 1861-64 CD	\$38
Civil War: 1861-64 CD	\$38

## FREE GAME OFFER

Spend the specified amount on any in stock software and choose a free IBM game from the corresponding list below. Request must be made at time of order.

### SPEND \$60

Airborne Ranger 5.25, Captain Blood 3.5, Conquered Kingdoms Scen 1 3.5, Gunship 5.25, Mercenaries 5.25, Net Cruiser CD, SDI 5.25

### SPEND \$100

A.T.P. 3.5, Challenge of 5 Realms 3.5, DRAGON Force 3.5/5.25, Dr. Floyd's Desktop Toys 3.5, ESPN Sports Shorts CD, Flight Sim Toolkit 3.5, The Horde 3.5, MacArthur's War 3.5, Megafortress 3.5, Megatraveller Zhodani 5.25, Precision Approach 3.5, Railroad Tycoon 3.5, Return of the Phantom 3.5, Storm Across Europe 5.25

### SPEND \$160

Alope In the Dark 3.5, Battles of Destiny 3.5, Blood Bowl CD, F15 Strike Eagle 2 3.5, Rules of Engagement 5.25, Sail Simulator 3.5, Silent Service 2 3.5, Simon the Sorcerer 3.5, Star Trek Judgement Rites 3.5, Total Control Virtual Controller, Ultima Underworld 2 3.5, Walls of Rome 3.5, Worlds at War 3.5/5.25

### SPEND \$200

Complete UMS 3.5, Harpoon Classic CD or WIN CD, Falcon 3.0 3.5, Harpoon 2 3.5, Jutland CD, Links Pro 386 CD, Maxx Control Flight Stick, Under a Killing Moon CD, Universal Neverlock 3.5, V Victory: Market Garden 3.5



# CHIPS & BITS INC.

PO BOX 234 DEPT 10496  
ROCHESTER, VT 05767  
INT'L 802-767-3033 FAX 802-767-3382

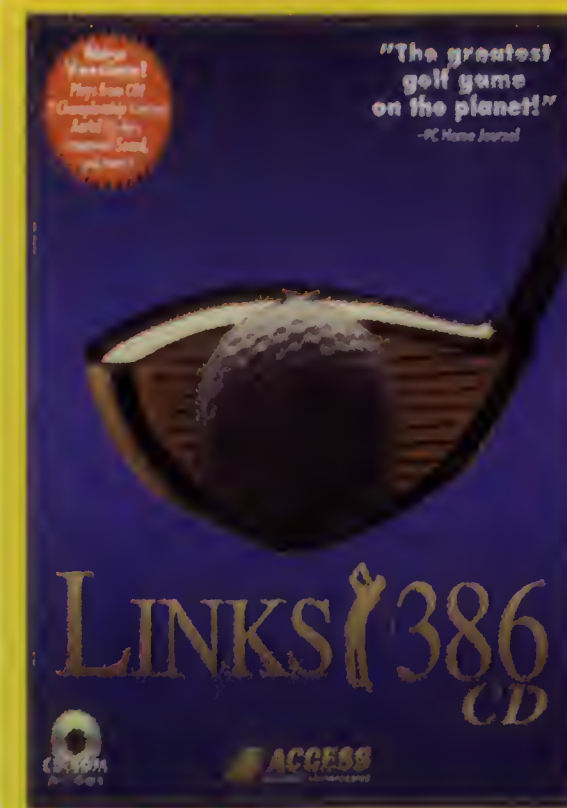
\*OVERNIGHT SHIPPING in US \$4 per order. Mail to Canada, PR, HI, AK, APO, FPO \$4 per order. Worldwide airmail \$6 per item. Handling \$2 per shipment. Hardware orders may require additional shipping charges. Visa, MC and Discover accepted



**'OLD TIME BASEBALL'** is the only product that lets you play with every player, every team and every stat from 110 years of baseball history in 16 3D modeled stadiums of yesteryear. Included is a exclusive baseball Time Machine feature that lets you play games under the conditions of any baseball era. **CD \$48**



**'UNDER A KILLING MOON'** Transports you to the virtual world of the feisty detective Tex Murphy. New features allow you to save and splice scenes together. An amazing level of detail & freedom of movement make this game visually and aurally stunning. **CD \$39**



**'LINKS PRO 386 CD'** The most award winning golf game in software history has now been enhanced for the CD platform. From tee to green, Links 386 CD is unrivaled in recreating a true golfing experience. Play at Hilton Head Island or Banff Springs Resort, Canada. **CD \$19**



**'THRUSTMASTER FLIGHT CONTROL SYSTEM/US NAVY FIGHTERS BUNDLE'** Climb into the cockpit of five of the world's hottest Naval combat aircraft. Fast graphics technology and multiple resolution modes allow you to optimize your systems performance. You can fly these baby's with the FCS, a realistic and precise control joystick. Military tested design, provides instantaneous reaction time and ergonomic control. **BOTH \$64**



**'TEKWAR'** is a cutting edge, 3-D action adventure. Featuring an exclusively licensed advanced 3-D engine, Tekwar places players inside an ultra-realistic virtual city, with a tremendous degree of freedom in movement and perspective in all directions, as well as above and below the player's view during the fast paced gameplay. **CD \$46**



**'JOYSWITCH'** Now you can jump from joystick to joystick, game to game with the speed and ease of turning a switch. No more reaching behind your computer to swap joystick cables on the game port. Joyswitch does it all. **\$38**

## IBM WAR

Conflict: Korea	\$15
Custer's Last Command	\$32
D-Day: America Invades	\$39
D-Day: Begining of t' End	\$15
Decision at Gettysburg	\$18
Defend the Alamo	\$19
Dreadnoughts	\$19
Dreadnoughts Deluxe	\$59
Drumbeat CD	\$42
Fall Gelb	\$29
Fantasy General CD	\$42

## IBM WAR

Fields of Glory	\$37
Fields of Glory CD	\$14
Fifth Eskadra	\$29
Fifth Fleet	\$38
Fifth Fleet CD	\$39
Fifth Fleet Scen Mod 1	\$19
Fleet Med 5.25	\$27
Fleet Med	\$29
Flight Commander 2	\$38
F Cmnder 2 Mssn Build	\$19
Gary Grigsby Pacific War	\$19
G. Grigsby: War in Russia	\$19
Gene Wars CD	\$44
German Raider Atlantis	\$26
Gettysburg	\$19
Gettysburg: IA Battle Sim	\$24
Golan Front	\$29
Great Naval Battles 4 CD	\$44
Grey Seas, Grey Skies	\$29
Harpoon 2	\$35
Harpoon 2 Dlx CD	\$44
Harpoon 2 Battle Set 2	\$19
Harpoon 2 Battle Set 3	\$25
Harpoon 2 Scen Editor	\$26
Harpoon 3 CD	\$39
Harpoon Classic CD	\$17
Harpoon Classic CD WIN	\$19
Harpoon Designer Series	\$17
High Command	\$19
Iron Cross	\$28
Iron Cross CD	\$28
Iron Cross 2 CD	\$39
Kampfgruppe	\$15
Kriegsmarine	\$29
Kursk Campaign	\$29
Last Blitzkrieg CD	\$41
Long Lance	\$29
MacArthur's War	\$16

## IBM WAR

Main Battle Tank ea	\$29
Malta Storm	\$29
Man of War	\$36
Marianas Turkey Shoot	\$24
Mech Brigade	\$15
Moscow Campaign	\$36
Napoleonics	\$34
Northern Fleet	\$36
Operation Crusader	\$39
Operation Europe CD	\$34
Operation Overlord	\$36
Pacific Storm Midway	\$29
Pacific Storm Solomon	\$36
Panthers in the Shadows	\$42
Panzer Battles	\$24
Panzer General	\$39
Panzer General CD	\$39
Perfect General 2 CD	\$38
Perfect General 2 S&M	\$30
Point of Attack	\$32
Prelude to Jutland	\$24
Rebel Charge	\$15
Red Sky Morning	\$36
Return to Falklands	
\$28 Rising Sun	\$24
Rommel Btle For N Africa	\$24
Rommel at El Alamein	\$36
Rommel at Gazala	\$36
Second Front	\$15
Seventh Fleet	\$36
Shiloh	\$15
Sid Meir's Civil War CD	\$58
Sons of Liberty	\$15
Stalingrad	\$39
Stalingrad CD	\$39
Stalingrad Campaign	\$29
Steel Panthers CD	\$39
Task Force 1942	\$19

## IBM WAR

The Great War	\$39
The Pure Wargame CD	\$29
Third Reich CD	\$34
This Means War CD	\$42
Tigers on the Prowl	\$42
To The Rhine	\$29
Typhoon of Steel	\$15
USS Ticonderoga CD	\$34
USS Ticonderoga CD WN	\$33
V Victory Market Garden	\$19
V Victory: Veliky Luki	\$19
V for Victory Bundle CD	\$34
Victory at Sea CD	\$42
WW 2: 1939-1945 CD	\$40
War College CD	\$36
Wargame Cnstrctn Set 2	\$39
Wargame Cnstrctn Set 3	\$39
Warpoint	\$36
Waterloo	\$19
Western Front	\$15
When 2 Worlds War CD	\$15
White Death	\$19
WW 2: Battles S. Pacific	\$21

## IBM HINT BOOKS

7th Guest 2: 11th Hour	\$16
A-Train	\$16
AH 64-D Longbow	\$18
Aces	\$16
Aces Over Europe	\$16
Aces of the Deep	\$16
Across the Rhine	\$16
Aircombat Pacific	\$16
Al-Qadim	\$12
Alien Legacy	\$16
Alone in the Dark 3	\$16
Armored Fist	\$16

## IBM HINT BOOKS

Bioforge	\$17
Blackthorne	\$16
Castle of Dr Brain	\$10
Champions of Krynn	\$12
Civilization	\$16
Colonization	\$16
Congo	\$16
Conquests Robin Hood	\$10
Crusader: No Remorse	\$18
Curse of Azure Bonds	\$12
CyberChess	\$16
Cyberia	\$16
Cybermage	\$18
Cyclones	\$12
Dark Forces	\$16
Dark Sun 1 or 2 ea	\$12
Day of the Tentacle	\$12
Descent	\$16
Doom Battlebook	\$14
Doom 2	\$16
Doom 2 Survival	\$12
Dracula Unleashed	\$16
Dragon Lore	\$16
Dungeon Master 2	\$16
Dynamix War Planes	\$16
EcoQuest	\$10
Eye of the Beholder ea	\$12
FIFA Internat'l Soccer 96	\$18
Fade to Black	\$18
Fleet Defender	\$16
Flights of Fantasy	\$26
Frankenstein	\$16
Fred Pharkas Pharm	\$10
Front Page Baseball	\$16
Front Page Football '95	\$16
Full Throttle	\$16
Gabriel Knight	\$10
Gene Wars	\$18

## IBM HINT BOOKS

Global Conquest w/disk	\$21
Gobliins 2	\$10
Gold Rush	\$6
Gunship 2000	\$16
Hand of Fate	\$12
Harpoon 2	\$19
Heart of Darkness	\$16
Heimdall	\$8
Hell	\$16
Heretic	\$16
Inca 2	\$10
Indi Jones 4 Fate Atlantis	\$12
Indy Jones Grfx Adv	\$12
Inherit the Earth	\$12
Jagged Alliance	\$16
Jet Fighter 3	\$16
Journeyman Project 2	\$16
King's Quest 6	\$10
King's Quest 7	\$16
Laura Bow 2	\$10
Legend of Kyrandia 3	\$12
Leisure Suit Larry 5	\$10
Leisure Suit Larry 6	\$10
Lemmings Chronicles	\$16
Lode Runner	\$16
Lord of the Rings V1	\$14
Lord of the Rings V2	\$12
Machiovelli the Prince	\$16
Magic Carpet 1 & 2	\$18
Magic the Gathering	\$10
Master of Magic	\$16
Master of Orion	\$16
Matrix Cubed	\$12
Mechwarrior 2	\$16
Menzoberranzan	\$12
MetalTech: EarthSiege	\$16
Microsoft Arcade	\$16
Microsoft Game 2.0	\$16

## FREE INTERACTIVE ENTERTAINMENT

Receive an episode of Interactive Entertainment CD ROM magazine FREE with any in stock software order. Offer subject to change or cancellation without notice. Valid from 11/1/95 to 12/31/95 or while supplies last. Quantities limited.

## FREE SHIPPING

Place an order for an out of stock software item and receive FREE overnight shipping when the product becomes available. Handling \$2 per shipment.



# Call NOW to Order 800-699-4263

SOURCE 10496

Stocks held 4 weeks. Money Orders under \$200 same as cash. COD \$8. Defectives replaced with same product. Most items shipped same day. Shipping times may vary. Price/availability may change. All sales final. Call for details.



**'JET SKI RAGE'** A wave pounding 360° 3-D free for all combat race in windows! Rage through the flooded city streets of San Francisco and collect points while taking on aquatic arsenals, jumping shark pits, and dodging floating mine fields. Jet Ski Rage features real time network play plus voice over the internet! **CD \$39**



**'DUNGEON KEEPER'** As an ultra evil sorcerer who has collected a hoard of treasure over decades of thievery and other mischief, you now retreat into your dungeon to enjoy your unjust rewards. A host of monsters await your bidding. **CD \$48**

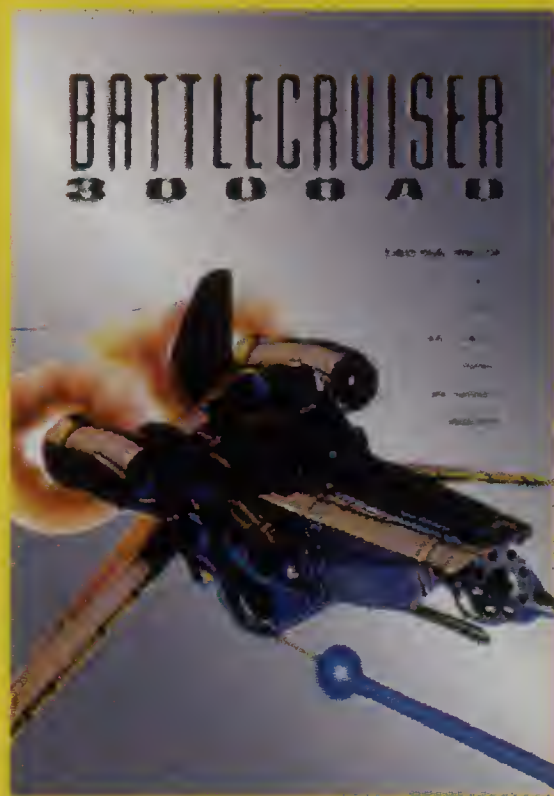


**'PERFECT GENERAL 2: SCENARIO & CAMPAIGN EDITOR'** Create your own exciting and unlimited scenarios and full campaigns. The scenario and campaign editor comes with a multitude of options to allow for very large and complicated maps of the simplest battles for a quick and addicting game! **CD \$30**

## MISSION CRITICAL



**'MISSION CRITICAL'** The earth is a war torn, battle scarred shell in a permanent state of interstellar war. The United Nations has degenerated into an evil, repressive regime that is slowly squeezing the life out of what is left of the planet. **CD \$34**



**'BATTLECRUISER 3000 AD'** A spaceflight simulator, conquest and exploration supergame. Battlecruiser combines strategy, space combat simulation, and resource management all in an exquisitely detailed and expansive 3-D universe. **CD \$48**



**'RED GHOST'** combines the best elements of action, strategy and simulation in one adrenaline pumping game. Incredibly detailed landscapes using light-sourced polygons and 3D bitmaps create an environment unlike anything seen before on a home computer. Mix incredible music with atmospheric sound effects and add 13 of the most visually stunning, professionally edited intro sequences ever seen! **CD \$42**

### IBM HINT BOOKS

Microsoft Space Sim	\$16
Might & Magic ea	\$16
Might & Magic Cmpndm	\$16
Noctropolis	\$12
Outpost	\$16
PGA Tour Golf 96	\$18
Pacific Strike	\$14
Panzer General	\$16
Perfect General 2	\$16
Phantasmagoria	\$16
Pool of Radiance	\$12
Pools of Darkness	\$12
Power Monger	\$16
Privateer Playtester's	\$14
Quest for Glory 3	\$10
Quest for Glory 4	\$10
Questbusters 2	\$18
Questbusters	\$18
Ravenlof	\$12
Ravenloft 2	\$12
Realms of Arkania	\$16
Rebel Assault Insiders	\$16
Relentless with CD	\$19
Return to Zork	\$10
Rise of the Triad	\$19
Roleplaying Companion	\$19
Sam and Max	\$12
Sea Wolf	\$16
Secret Monkey Island 2	\$12
Secret Silver Blades	\$12
Shadow Caster	\$14
Shadow of the Comet	\$16
Sherlock Holmes	\$16
Sim City 2000	\$16
Sim Earth	\$16
Sim Farm Guide	\$16
SimIsle	\$16
SimTower	\$16

### IBM HINT BOOKS

Simlife	\$16
Simon the Sorcerer	\$9
Skyrealms of Jorune	\$12
Space Quest 4	\$10
Space Quest 6	\$16
Star Crusader	\$16
Star Trail	\$16
Star Trek TNG: F Unity	\$16
Star Trek: 25th Annvrsy	\$12
Star Trek: Judge Rites	\$12
Stonekeep	\$16
Strike Commander	\$16
Subwar	\$16
Summoning	\$12
System Shock	\$12
Tek War	\$16
Terminal Velocity	\$16
Terra Nova	\$16
The Darkening	\$18
Tie Fighter	\$16
Treasures Savage Front	\$12
Tunnels & Trolls	\$8
Ultima 7 & Underworld	\$16
Ultima 8	\$16
Ultima Underworld	\$12
Ultima Underworld 2	\$12
Under A Killing Moon	\$16
Windows Programming	\$33
Wing Commander 3	\$19
Wing Commander 4	\$18
W Commander Armada	\$12
Wings of Glory	\$17
Wizardry 6	\$12
Wizardry 7	\$16
X-Com: Terror Frm Deep	\$16
X-Com: UFO Defense	\$16
X-Wing Collectors CD	\$16
X-Wing	\$16

### IBM BUNDLES

Aces Collection CD	\$48
Adventure Collection CD	\$19
Air Combat Classics	\$19
Atari 2600 Action Pk ea	\$25
Attack Stack CD	\$29
Award Winning Wrgmes	\$38
Bullfrog Compilation CD	\$22
Cards, Puzzles, Words	\$25
Combat Classics 3	\$22
Comedy Collection CD	\$19
Definitive Wargames CD	\$34
Dynamix Bundle 1	\$24
EA Top Ten Pack 2 CD	\$29
EA Arts Top Ten Pck CD	\$32
Fantasy Collection CD	\$19
5 Foot Ten Pack 3 CD	\$29
Fleet Defender with FCS	\$72
Gangster Bundle CD	\$23
Indy Car Racg Pack CD	\$25
Jungle & Desert Strike	\$34
King's Quest Anthology	\$54
Lost Treasure of Infocom	\$34
Lost Treasure Infocom 2	\$25
Lucas Classic Advntures	\$19
Masterpiece Collection	\$28
Mega fortress Mega-Pak	\$38
Mile High Club Bun CD	\$26
Mindscape 10 Pack CD	\$34
Mindscape 10 Pck 2 CD	\$34
Mystery Collection CD	\$19
PGA Golf / World Tennis	\$19
Perfect General Trilogy	\$34
Police Quest Anthology	\$48
Populous 2/Powrmonger	\$15
Power Games 3 CD	\$31
Power Hits: BattleTech	\$19
Power Hits: Bttletech CD	\$19
SSI's Fantasy Fest CD	\$39

### IBM BUNDLES

Science Fiction Collect	\$19
Space Quest Anthology	\$48
Star Control (1&2) CD	\$19
Strike Cmnder/Privateer	\$43
Take Ten CD	\$39
The Archives 1 CD	\$27
Top 50 Games CD	\$26
Turning Point	\$29
Ultima Bundle 1-6 CD	\$29
Ultima Trilogy 2	\$24
Ultimate Family Games	\$24
Ultimate Gme Collection	\$27
War at Sea Bundle CD	\$25
War at Sea Cllection CD	\$18
Wing Cmnder 1 & 2 Dlx	\$32
Wizardry Trilogy 2	\$33
Wizardry Trilogy	\$32
Zool Bundle (1&2) CD	\$19

### IBM BUDGET

Acquire	\$9
Allied Forces	\$9
Alone in the Dark	\$12
Descent 2 CD	\$6
Doom Heaven 2 CD	\$12
Dreadnoughts Bismark	\$9
Duke Nukem 3D CD	\$6
Game Pack	\$10
Hand of Fate	\$12
Harrier Assault	\$12
Heretic Shareware CD	\$10
Return to Zork Anth CD	\$12
Task Force 1942	\$12
Total Chaos CD	\$5
Wacky Wheels Shreware	\$3
Warcraft 2 Shareware	\$10
World Circuit	\$12

### 3DO

3DO System	\$299
7th Guest 2: 11th Hour	\$52
Alone in the Dark 2	\$46
Battle Sport	\$52
Blade Force	\$52
BrainDead 13	\$52
Burning Soldier	\$39
Carrier: Fortress at Sea	\$52
Creature Shock	\$52
Cyberia	\$46
Deadly Skies	\$52
Doom	\$52
Firewall	\$40
Flying Nightmares	\$52
Killing Time	\$52
Loadstar	\$52
Lost Vikings 2	\$46
Maximum Surge	\$54
NHL Hockey 96	\$52
Perfect General	\$56
Phoenix 3	\$52
Planet Strike	\$52
Quarterback Attack	\$59
Robinson's Requiem	\$52
Rock & Roll Racing	\$48
Shock Wave 2	\$52
Varuna's Force	\$52
Wing Nuts	\$52

### CDI

7th Guest	\$52
Burn Cycle	\$46
Creature Shock	\$44
Crime Patrol	\$44
Dragon's Lair 2	\$44
Kingdom:Far Reaches	\$44
Space Ace	\$52

## FREE GAME OFFER

Spend the specified amount on any in stock software and choose a free IBM game from the corresponding list below. Request must be made at time of order.

### SPEND \$60

Airborne Ranger 5.25, Captain Blood 3.5, Conquered Kingdoms Scen 1 3.5, Gunship 5.25, Mercenaries 5.25, Net Cruiser CD, SDI 5.25

### SPEND \$100

A.T.P. 3.5, Challenge of 5 Realms 3.5, DRAGON Force 3.5/5.25, Dr. Floyd's Desktop Toys 3.5, ESPN Sports Shorts CD, Flight Sim Toolkit 3.5, The Horde 3.5, MacArthur's War 3.5, Megafortress 3.5, Megatraveller Zhodani 5.25, Precision Approach 3.5, Railroad Tycoon 3.5, Return of the Phantom 3.5, Storm Across Europe 5.25

### SPEND \$160

Alone in the Dark 3.5, Battles of Destiny 3.5, Blood Bowl CD, F15 Strike Eagle 2 3.5, Rules of Engagement 5.25, Sail Simulator 3.5, Silent Service 2 3.5, Simon the Sorcerer 3.5, Star Trek Judgement Rites 3.5, Total Control Virtual Controller, Ultima Underworld 2 3.5, Walls of Rome 3.5, Worlds at War 3.5/5.25

### SPEND \$200

Complete UMS 3.5, Harpoon Classic CD or WIN CD, Falcon 3.0 3.5, Harpoon 2 3.5, Jutland CD, Links Pro 386 CD, Maxx Control Flight Stick, Under a Killing Moon CD, Universal Neverlock 3.5, V Victory: Market Garden 3.5



## Don't Threaten my PC with your Console!

Dear Wart,

After reading the first two letters in *Rebound* of the October 1995 issue of *Strategy Plus*, I felt I had to respond to the idea that everyone should be playing with "toasters." While the 3DO, the Saturn, the Jaguar, the Ultra and whatever other game machines are excellent platforms [ah! you left out the Playstation! Now we know who you're working for! <g>], they are lacking in a very important feature. They do not have the versatility, or the technical accessibility that PC's have. Oops, I said the dreaded "T" word... naughty me! Let us examine the "T" word so that we can come to understand and love it.

First of all, let us not forget where games like **DOOM** and **Myst** came from. These games were designed by creative individuals who had easy access to PC's. These guys didn't require some huge corporation to sponsor their activities. Because the technology was affordable and within their grasp, they were able to take advantage of it. In doing so, these designers brought us (the gamers) new worlds and great gaming experiences. My point is, the technology (and the technical aspects of gaming) must be accessible to the gamer (gamers make the best designers). Only under these conditions can gamers and designers truly have a voice, and a medium to express their creativity. PC gamers might notice a few things about the toaster gaming market, and let me express this in the simplest terms. First, the majority of toaster games are designed for younger gamers – hence, the over-abundance of side-scrollers, and lack of depth in gameplay. Secondly, ultimately the production of [toaster] games happened under the auspices of huge corporations. Thus, good concepts with a great deal of technical and design merit may be relegated to the circular file only because of corporate political issues (I don't even want to get into censorship and corporate image). Finally, toaster games are a lot more expensive than PC games. So if you are an avid gamer, all that money you save buying a toaster may just catch up with you while buying software [touché, a point, a definite point].

I would like to make a suggestion to Ed McDonald: if you are really afraid of your CONFIG.SYS, go join a technophobia support group!

Ed Mathewson  
Misawa, Japan

Dear Ed,

Coupla points in rejoinder: 1) All computers are the same. They crunch numbers. 2) Toasters can be programmed for with kits hooking to a PC for as little as \$5K. Buy yours now. 3) PC gaming has gone corporate faster than you can say lepidopterus. 4) PC fighter joystick control sucks. Buy a Saturn/PSX and try **Virtua Fighter** / **Toshinden** for a half-hour, then try **FX Fighter**. You'll weep. 5) These days, it sometimes seems like those "huge corporate" Japanese Giants (Sony, Sega, Nintendo) have more respect for actual gameplay than their American counterparts. Hell, they offer game design as a serious profession

educational option! You don't see Harvard offering "Game Design 101: Exercises in game theory and structure," do you? (or do you? Have I been living on astroturf for too long?) - Ed.

## I'm Write, You're Wrong

Dear Sirs,

The purpose of this letter is to take exception to the review of **Thunderscape** by Steve Bauman in the October 1995 edition. The game's a major step back in graphics, character interaction, and sophistication from SSI's current AD&D games like **Ravenloft: Stone Prophet**.

It's nothing more than a Hack-and-Slash type dungeon crawl. What play balance? There is virtually no interaction with NPCs, nor with the environment. No one gets thirsty, tired, or hungry; everyone can carry enormous amounts of equipment with no effect on their performance. You battle seemingly endless hordes of monsters. Puzzles are generally of the "Pull Lever A, go to door B, pull lever C, now go back to lever A, etc." These are not puzzles, these are exercises in boredom and frustration. Another example of poor game design is having to go up and down winding passageways trying to find multiple widgets. Why? Once you find one widget, the point has been made. Let's get on with the game, not spend countless boring minutes exploring for the sake of exploring. The automap doesn't help this cause either. The inability to place notes on the map, as well as the way information is depicted on the map, makes it hard to know if I have already visited a particular area. This leads to needless backtracking. Compare this with the automap in **Stone Prophet**.

There is no sense of con-

tinuous story. After lighting the beacons in the Keep, you spend the rest of the game going through level after monster-filled level just to reach the Radiant Castle. In the catacombs, for example, what does searching for the eight crypt keys have to do with the main theme of the story? It's just another hack-and-slash exercise. Compare this with **Betrayal at Krondor**. In **BAK**, each chapter was clearly

Four out of four stars; Top 100 CD-ROMs of 1994  
-PC Magazine

# WINNER!

## BEST ADVENTURE GAME\*

\*Codies Award  
(1995 SPA)

\*NewMedia Magazine  
\*CD ROM Today

\*Interactive Gaming  
\*Strategy Plus



part of a larger story. In **Thunderscape**, the different levels have no sense of continuity, or of being part of a greater theme.

There is a wonderful premise with "mechmagic," and virtually nothing is done with it. I was looking forward to steam-powered contraptions and weapons, maybe even some "Rube Goldberg" type devices, where the puzzle would be to figure out the missing

piece, kind of like **The Incredible Machine**. Or how about some confrontations between our heroes, armed with powerful steam-powered weapons and some evil mages, throwing fireballs. Now that would be different. Instead, what we get is one level with steam golems and steam-powered doors. The rest of the levels are your standard ruined city, tunnels and caves.

Finally, the VGA graphics are terrible. Walls, floors, and objects are very murky and blurred, and color contrast is extremely poor. Walls become pixelated when you get up close to them. Small objects, like rings or buttons, are virtually invisible, and even larger objects, like bows or polearms, are difficult to spot because of lack of contrast. Compare this with **Stone Prophet**, where everything stands out in great detail, and colors are sharp and vivid. It's inexcusable to have such poor graphics in a game these days, especially when the box recommends a Pentium processor! I have a Pentium 100, a Plextor Quad-Speed CD-ROM, with an ATI Mach64 graphics card, and a Sony monitor [congratulations, you have a better system than all of us... you're in the 1% of all computer gamers], so please don't blame the graphics on my equipment.

On the positive side [whew], I do agree with Mr. Bauman's comments on the turn-based combat system. There is also a good mix of weaponry. I also like the fact that all characters can have all skills.

Bottom line: This game is poor. It almost seems as if it was developed years ago, and just released, i. e. , the poor graphics and the lack of game sophistication remind me of games that I played years ago. In my opinion, SSI took a major step backwards in CRPG game development and I do not consider **Thunderscape** to be any kind of successor to their AD&D games. In my opinion, the review was too "soft."

This leads me to a major criticism of your magazine – the reviews. They generally tend to be superficial and innocuous, and it is often difficult to get a sense of whether the game is fun and the reviewer enjoyed it. I originally subscribed to your magazine for the game hints and walkthroughs. Please stay focused on these latter elements or get yourself better reviewers. I volunteer.

Sincerely  
Fred G. Brooks  
Newport Beach, CA

Steve B. replies:

Oh no, it's started up again! The letters... aaaahhh!

The CRPG genre is a broad one, and I for one never warmed to **Ravenloft** or **Menzoberranzan**. They were extremely tedious to me, but not to others. You complain about **Thunderscape** being just a hack-and-slash game, but many like that sort of thing (I'm usually not one of them, but I liked the combat in **Thunderscape**).

As for characters getting hungry or thirsty, I thought everyone got sick of dealing with that after **Ultima VII's** whining characters? Micromanaging characters' appetites is not fun for me. Same with inventory juggling. Is that fun? Does that have anything to do with character interaction or plot, things which you value highly?

I thought the back story was interesting and detailed, but you're right, it should have been developed more in the game, and aspects of the mechmagic should have been carried over into the puzzle design.

I think what made me enjoy the game was the exploration. I just love mazes and undiscovered areas. I like wondering what's around the next bend. The automap is useless, and was noted as such in the caption for the picture of it.

You're right – **Thunderscape** is not **Betrayal at Krondor**. I reviewed that too and praised it to high-heaven. Some hardcore CRPGers didn't think that **BAK** was a CRPG – because of its chapters and such they considered it an adventure game.

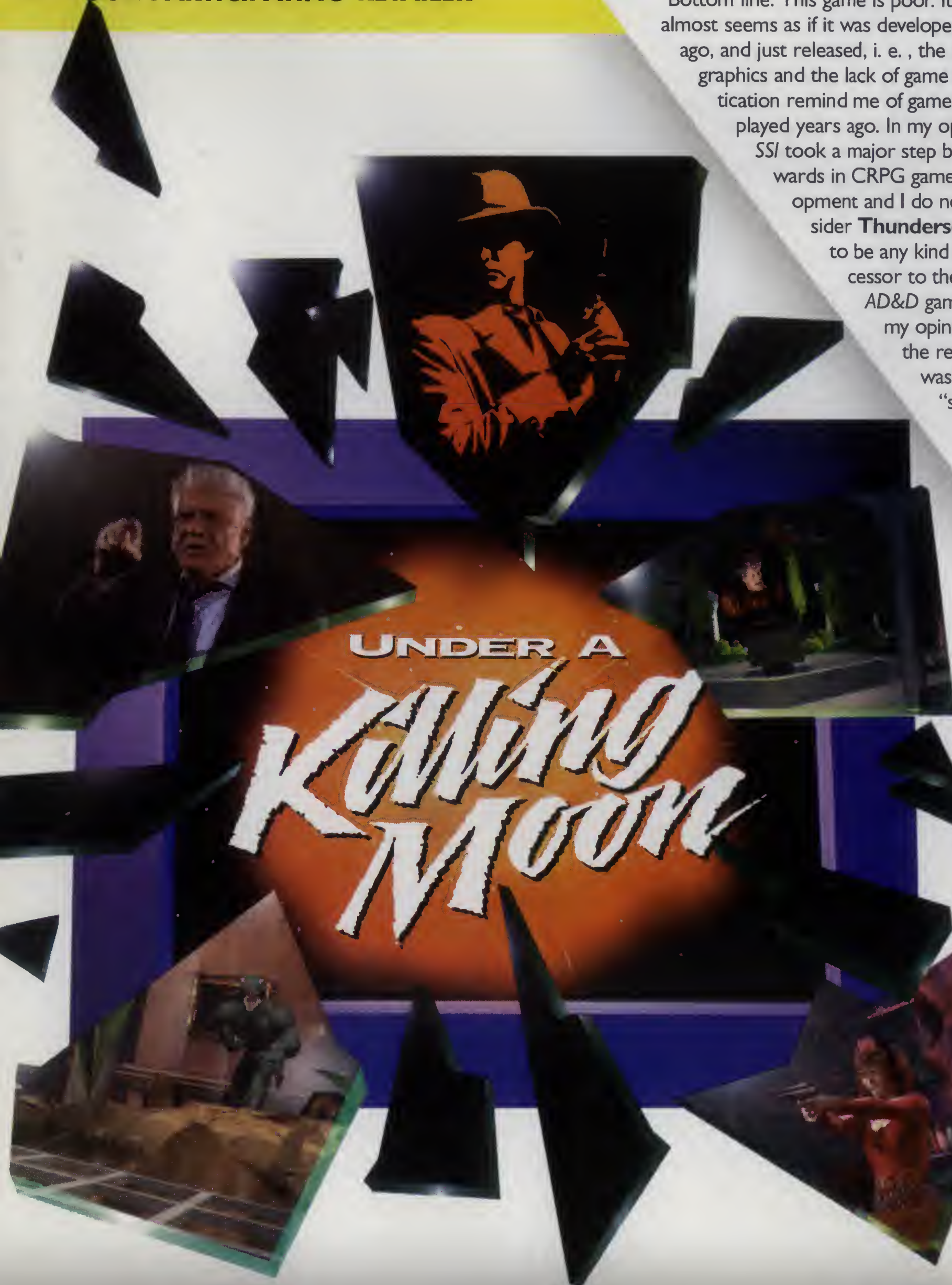
As for the graphics, well, good graphics do not a good game make, nor does a game with poor graphics make for a poor game. Yup, the visuals in **Thunderscape** blow (and it was noted in the review that the game engine looked old), but it didn't detract from the experience for me. Your mileage may vary.

Since **Thunderscape** is the first game in a new series, with a new engine, problems were to be expected (remember **Dark Sun**? It too was behind the times). Despite its flaws (and there are quite a few) I still like the game, and find myself wandering around it quite a bit, trying to discover every nook and cranny. Different strokes for different folks.

Ancient Ed. adds note: someone very familiar with the **Thunderscape** engine has suggested that the game was an experiment on SSI's part – an effort to try to address both turn-based and real-time CRPG interests in one engine. The decision to make this effort was apparently a controversial one, and personally I feel SSI is to be applauded for at least trying to do something different. Your letter may be a reaction in part to the fact that there haven't been any really hard-core CRPGs for a long while. Fear not: they're imminent.  
– Ed.

**ACCESS**  
SOFTWARE INCORPORATED  
4750 Wiley Post Way, Bldg. 1 Ste. 200 1-800-800-4880  
Reader Service No. 2

GET  
\$10  
OFF NOW!  
AT YOUR PARTICIPATING RETAILER





ON SALE NOW  
at all major Software Outlets

# BATTLEGROUND:

# ARDENNES

VOL I

Experience unparalleled  
historical realism!

Battleground Ardennes™ is like no other historical strategy game you've ever played! With the revolutionary Battleview™ combat system, you can relive crucial moments during the Battle of the Bulge, the most famous American land battle of WWII. Can you hold off the advancing German war machine? Dig in with the U.S. 101st Airborne defending freedom from the Nazis at Bastogne, or ride to victory with the legendary German King Tiger tank. Take command of Peiper's infamous SS or lead a blistering U.S. counterattack to retake Stoumont!

- Platoon level action at 250 meters per hex
- Full feature scenario editor
- Extensive combat sound and video clips
- Modem to Modem play
- Drag & Drop movement and combat
- Print out instant detailed situation maps

*"The grand old hexgrid gets a new lease on life"*  
— Computer Gaming World —

*"A rich experience!"*  
— Strategy Plus —

Actual screens may vary



MULTIMEDIA ENHANCED  
© Copyright 1995 TalonSoft Inc.

If it's not FUN  
who caRes!



The 2D Map view provides a traditional perspective for the discerning gamer



Groundbreaking "Battleview™" combat system zooms in on Panthers leading an attack on Stoumont!

Give us a call at 410-821-7282 or contact us online at: Compuserve: GO GAMEPUB C • CIS: 75162,373 • INTERNET: 75162.373@compuserve.com • GENIE: XRG98298



Seen a good Civil War game lately?... We have!

# Battleground Gettysburg™

Volume II

**COMING  
THIS FALL!**

to all major  
Software outlets



**I**ntroducing **Battleground Gettysburg™**. This second installment in the Battleground series features the innovative Battleview™ combat system and covers the three most crucial days of the Civil War. So stop searching, you only have to look one place for the best in Historical Strategy Games!

- Regimental-level units.
- Elegant, easy to use Battleview™ interface.
- Play the first, second or third day scenario or the whole three day campaign.
- Scenarios include: Culp's Hill, Devil's Den, Little Round Top, Pickett's Charge and more!
- Variable command level lets you assume command from brigade up!



**WE MAKE  
HISTORY!™**



MULTIMEDIA ENHANCED

© Copyright 1995 TalonSoft Inc.

Actual screens may vary



Give us a call at 410-821-7282 or contact us online at: Compuserve: GO GAMEPUB C  
• CIS: 75162,373 • INTERNET: 75162,373@compuserve.com • AOL: Talonsoft1  
PO BOX 632 Forest Hill MD 21050-0632

Reader Service No. 162



# APACHE

## The Combat Helicopter Simulation

- “From weapons control to campaign system, and everywhere in between, APACHE’s just got all the competition beat cold. This is the simulation you’ll be playing and playing, and playing, month after month, year after year.

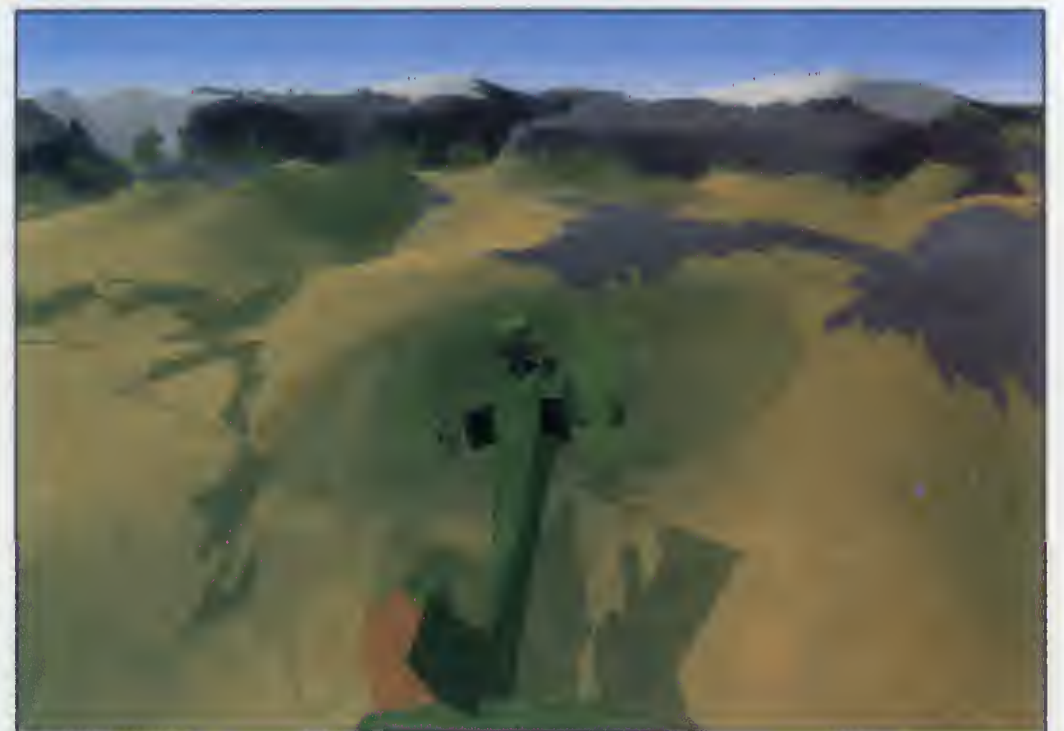
***Absolutely, a must-have!”***

*-Strategy Plus, October 1995*

- PC Gamer FINAL VERDICT: **95%**  
“Terrific flight model, countless options and missions, great gameplay. A flight game with such broad appeal that everyone from arcade players to hard-core sim hounds should delight in it.”

*-October, 1995*

**Modem and multi-player networking included!**



**Checkout the APACHE DEMO**

**75162.1202@CompuServe.com**

**ftp.cactus.org/incoming directory**

**AOL: Go Software Library\APCHDEMO.ZIP**



**For more information call (919) 461-0948**

**INTERACTIVE MAGIC PO Box 13491 Research Triangle Park, NC 27709**

